WORLD'S BIGGEST AMIGA PACKAGE

AMIGA FORMAT

HUGE! 3-DISK 196-PAGE HUMUNGOUS MEGA ISSUE

ISSUE 58 ■ APRIL 1994 ■ £3.95

FOR MORE: SEE BACK COVER

AF 58a

MUSIC-X Version 1.1

Worth £199

Works with all 1Mb Amigas

The most famous Amiga music program ever! Simple-to-use, but the choice of the pros, Music-X is the original and best choice for Amiga music making. Whether you're just getting started, or you're a MIDI whizz – don't miss this!

AF 58b

Amiga structured drawing at its best!

ProVector 2.1

PLUS: PSImport, ProVector 3 demo and StylusTracer demo

COMPLETE PACKAGE: Stylus' ProVector is a powerful and flexible drawing package. Now you can create superb structured images that can be scaled to any size with no loss of quality.

All Amigas ● Requires 1Mb

All Amigas

AF 58c

TOTAL CARNAGE

EXCLUSIVE DEMO: ICE's all action conversion of last year's blastingest arcade hit

Dozer

Capture the beast in this demo of FastRam Design's fiendish puzzler

All Amigas

GOTCHA!

At last! We bring you the world's finest Amiga music package!



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New bundles: there's never been a better time to buy an Amiga!

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COMMAND EARTH'S FORCES

UNITED NATIONS RESOLUTION
643-2(C)

CLASSIFIED-TOP SECRET

For Your Eyes Only - Read & Destroy

Re: Formation of Covert UN Combat Unit

Date of Inception: 1-1-1999

Name: Extraterrestrial Combat Unit
(XCom)

The Threat:
The ever increasing appearance of hostile Alien craft. The indiscriminate landings; the terrorising and disappearance of civilians. The hysteria generated among the local population.

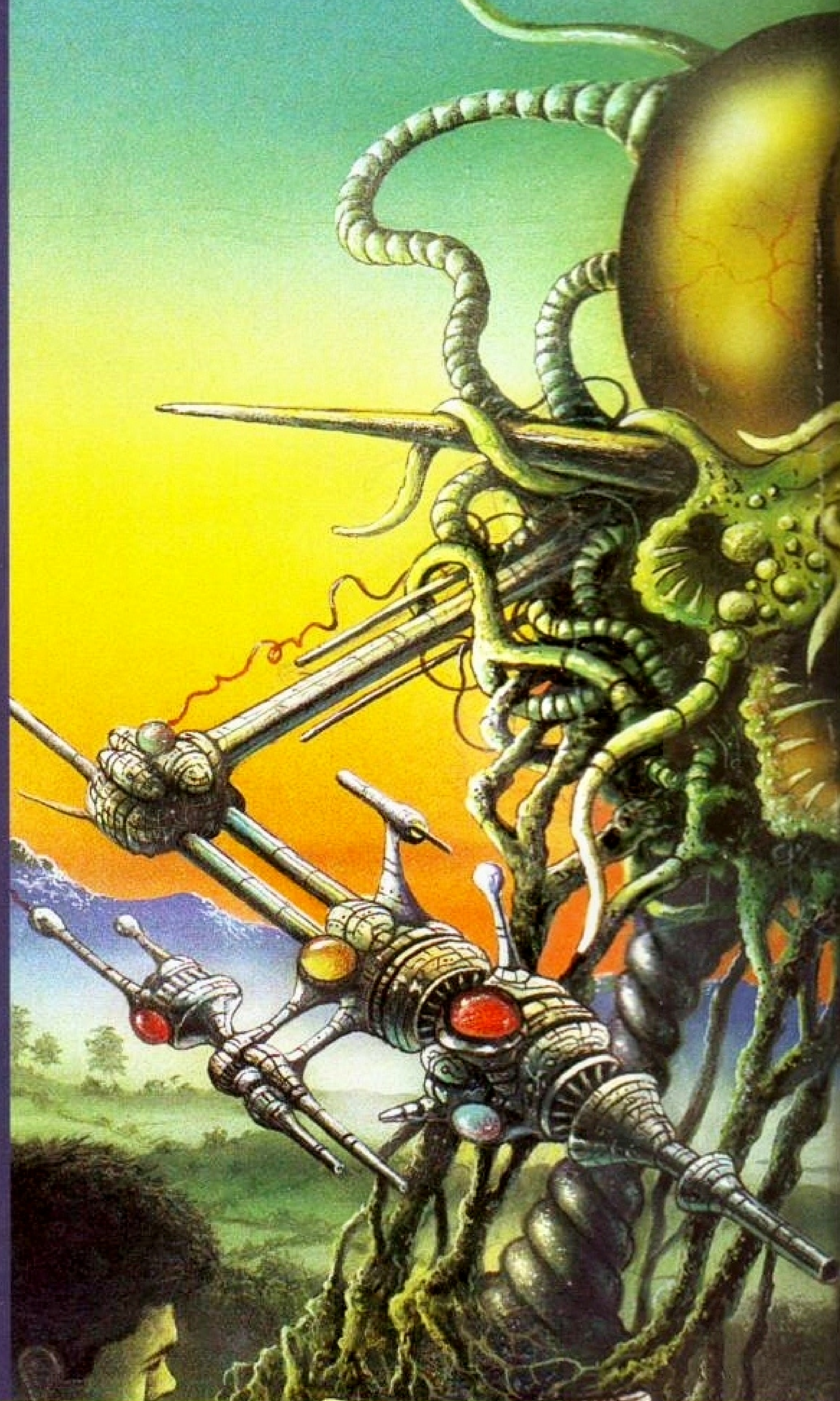
The Task:
To combat the Alien threat by scanning, tracking and intercepting all UFOs. To research superior alien technologies and apply that knowledge for manufacture of advanced weapons and craft to be used against the aggressors.

The Base:
A secret base (Alpha One) has been equipped with two leased Interceptors, a Skyranger transport jet and scientists, engineers and soldiers. The base will have to be enlarged and other bases MUST be built (see Finance).

The Finance:
XCom will exist entirely on world government funding. Each nation will allocate funds dependent on the Xcom monthly results in their specific area. Governments reserve the right to withdraw or reduce funds, at any time.

XCOM

Defend • Learn • Vanquish









AGAINST THE ALIEN TERROR

FO
NKNOWN

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

For IBM PC Compatibles and Commodore Amiga

IBM PC screenshots shown. Actual screens may vary

MICROPROSE







THIS MONTH IN...

AMIGA FORMAT

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ISSUE 58 APRIL 1994

TOP NEWS STORIES



The Amiga CD^{32} gets two new software packages.

Seriously Amiga

Tutorials

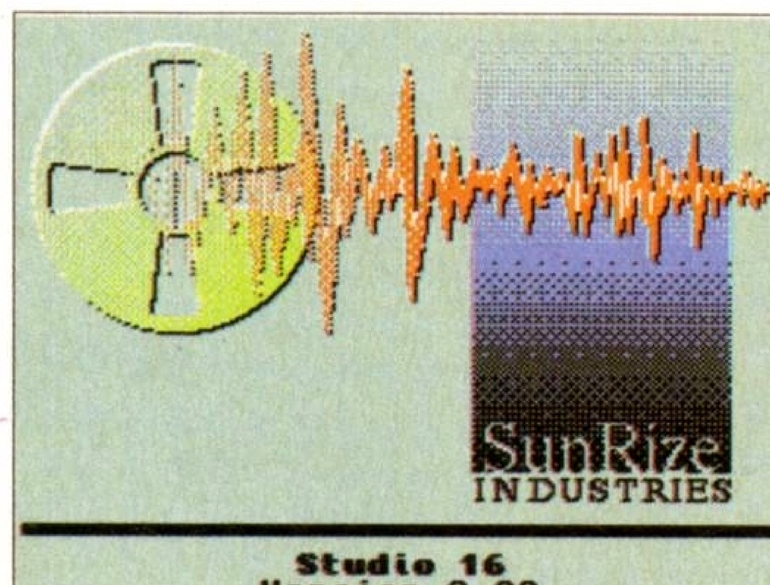
Regulars



It certainly looks different, but is *ADPro* 2.5 an improvement? p 106



Discover *Lightrave*, the package used to create graphics for *SeaQuest DSV*. p 116

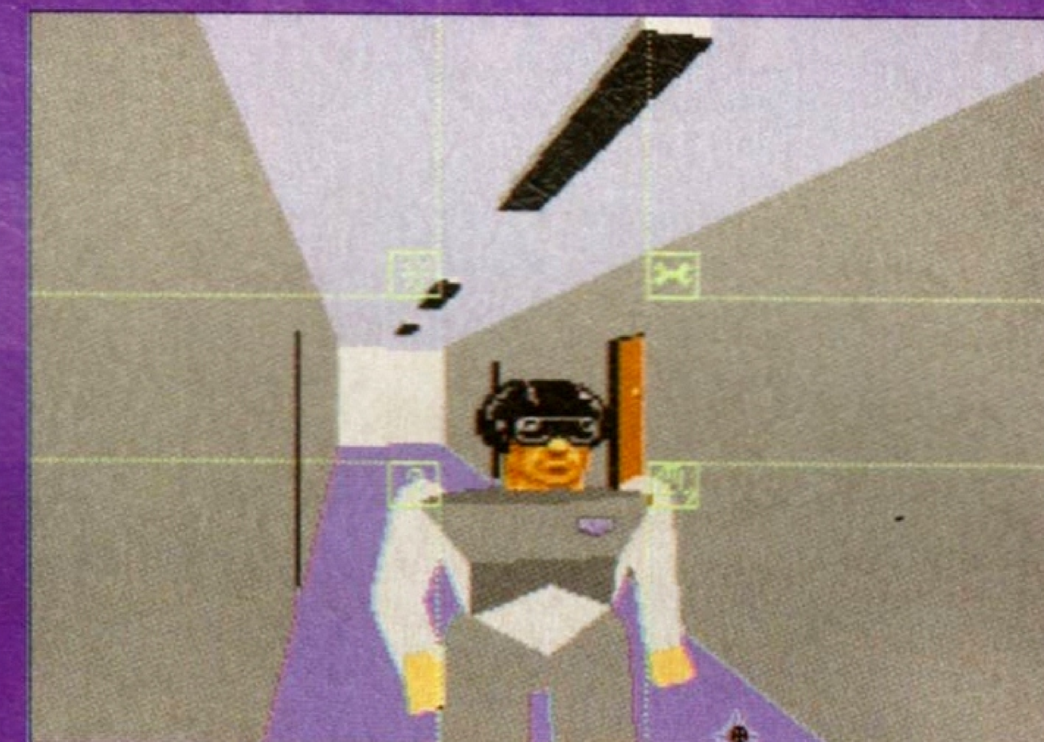


Is the new *Studio 16* the sampler Amiga musicians have been waiting for? p 128



More great rave tracks and psychedelic screens explored in Demo Zone p 136

Screenplay



Cyberspace and *Dreamweb* are coming your way. Read all about them in Next Big Thing. page 47



It looks superb, but is *Microcosm* really the way forward for game playing? Find out on... page 56

AMIGA FORMAT Better by design!

You just made a great choice! The choice to buy and read *Amiga Format*, the World's foremost magazine for Amiga users. Unlike other Amiga mags, *AF* isn't written by mere journalists. It's put together by Amiga addicts. Amiga users, Amiga gamers, total Amiga freaks. Unlike other Amiga mags, our editor hasn't defected to work on a PC magazine. Unlike other Amiga mags, our editor never used to work on a PC magazine (although he did do a spot on *Bodybuilding Monthly* once).

Unlike other Amiga magazines, we're the one Commodore choose to include a special edition of with every A1200 sold. And unlike other Amiga mags, we're the ones that the computer industry trust when deciding what to keep stock of in their shops.

We're sure you'll agree that we're not like other Amiga mags. Read and enjoy.





Are the Naughty Ones lovingly mischievous, or just plain bad? Find out on... page 80



Are Manchester United all-conquering? Or will they trip up on the conversion to floppy disk? page 86

You've got the MUSIC IN YOU



The most famous Amiga music package of all time is yours! The package was so good that we devoted an entire *Amiga Format* cover to it when it was released. What are you waiting for? Get it loaded up! *Music X* is the program to realise your potential as a musician. And let's face it, if Two Untalented can be huge international stars, there's no reason why you can't!

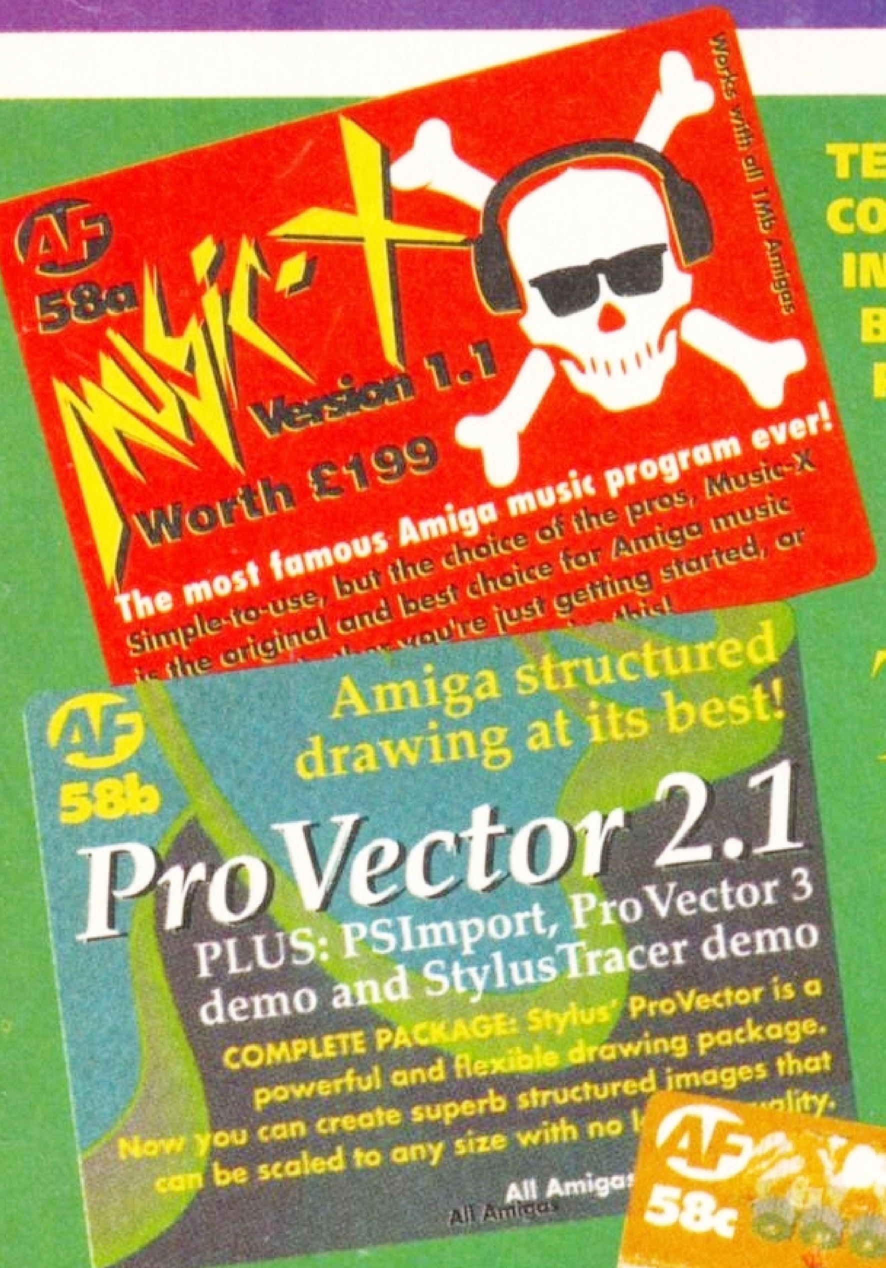
Flip to our huge *Music X* tutorial on page 15, now!

A World in MOTION!

Watching movies on CD is just a part of the entertainment revolution. We jump on board the bandwagon. page 35

WIN! A real pool table

To celebrate the fact that their superb *Arcade Pool* game is nearing completion, Team 17 are offering a lucky winner a chance play pool... on your own table! page 62



TEN PAGES OF COVERDISK INSTRUCTIONS BEGIN ON PAGE PAGE 10

Three great disks

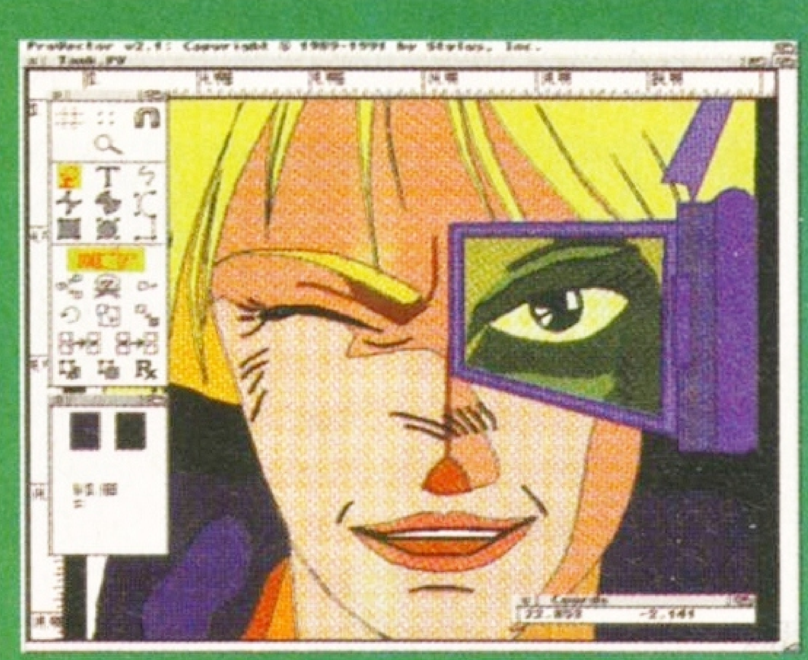


Q. What could possibly be better than two great coverdisks?

A. Three Coverdisks, but only if they are filled with top-quality programs... This month, ours are!

Music X is a legend. The most famous Amiga music program ever. It's a tool that's easy-to-use for the beginner, but powerful enough for the performing professional. Version2 has been eagerly awaited for the last two years, it will be released soon. But we've got the complete version 1.1 program for you, right here, right now.

ProVector is a stunning graphics package. Many readers may have tried Perfect Draw, or Professional Draw.

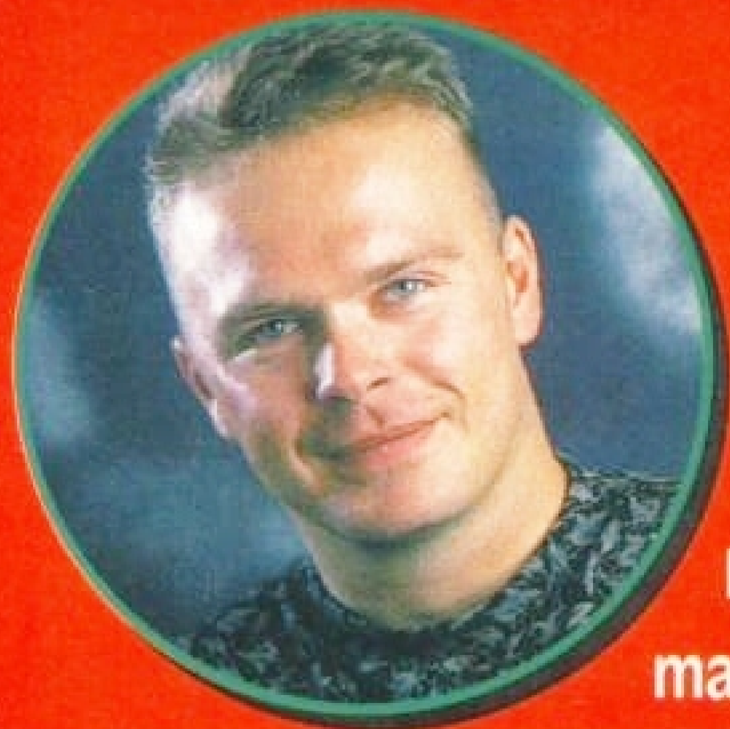


The power to create truly great graphics is yours, with *ProVector*.

Both these programs are excellent, but wait until you try ProVector3. It is stunning. Not only do we have a demo of ProVector3, but we have the full version 2.1 of this superb package.

And once you've got the serious stuff over with, we have a great demo of ICE's conversion of Total Carnage. The coin-op is a total blast, and so is this demo!

Plus a fun wee game called Dozer.



The Month IN VIEW

It's been another hectic month in the office. I've been forced to watch Star Trek 6, and made to play Microcosm. It's all too much. I'm just glad I've got Soccer Kid on my hard disk.



The rest of the team were too busy to watch *Star Trek 6*, so I did. It's a tough job, but somebody's got to do it.

WHAT A MONTH it's been. Once more *Wordworth* escapes our reviewers' inspection, because Digita are still putting the finishing touches to it.

The most excitement in the *Amiga Format* office this month has been generated by *Lightrave*. The *Lightwave* 3D software, part of the Video Toaster package, has long been recognised as the finest Amiga ray-tracing program. The problem was, that you had to have a Video Toaster to run it.

When we heard that a small US software company called Warm and Fuzzy Logic had created a program to enable non-Toaster Amigas to run *Lightwave*, we expected Toaster manufacturers NewTek to hit them with a law suit of titanic proportions. But this hasn't happened. NewTek have seized the opportunity to sell their fine software into areas where the Toaster is not common, such as the UK. So now, for the first time, *Lightwave* is on sale in this country. It's awesome, but so is the price - nearly £800.

Try as I might to work this month, I've spent a lot of time playing games. Late in February, Psygnosis' *Microcosm* hit my desk. To describe this game as eagerly-awaited would be to describe the pyramids as pointy. I snatched the package from the postman and ripped it open in seconds. Psygnosis had told everyone that a fab T-shirt and audio CD would be included with the package. They aren't and it costs £45. Who are they trying to kid? This is a rip off to be sure.

Although the game itself is OK (I've played worse on CD^{32}), the graphics, animation and music are awesome. This is the *Shadow of the Beast* of the CD^{32}. Not a great game (better than *Beast*), but a superb advert for CD^{32}. If your Segtendo-owning mates come to your house and see this, they'll dump their Jap-crap in the bin.

But it has been Chrysalis' great *Soccer Kid* (*AF*51 93 per cent), that has been taking most of my time. After sorting out the crashing problems on my A4000, the convenience of having a hard drive-installed platform game just three seconds loading time away offers great solace when the dreaded writers' block strikes.

Rumour has it that this game didn't sell well, despite huge scores all round, spending just two months in the *AF* chart, and peaking at number 10. If you didn't buy it, get it now, it's a classic.

Another game that didn't live up to sales expectations is *Uridium 2* (*AF*53 94 per cent). What is wrong with you people? Coders spend ages making great games, then you buy *Mortal Kombat*, and *Jurassic Park*. Anybody would think that you aren't highly intelligent, self-motivated individuals, but a bunch of hype-manipulated sheep.



I was so excited by the arrival of *Lightrave*, I forgot to have my lunch-time game of pinball.

Much of this month has been spent in the cupboard, our fond term for our little back room. It is little. Small. We put our copy of *AdPro 2.5* in there, and it was full. But the bijou and compact nature of the cupboard didn't stop us crowding in there to watch *Star Trek 6 - The Undiscovered Country*.

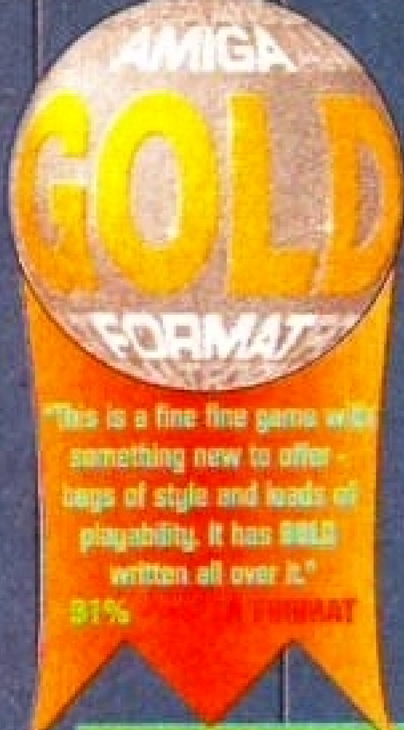
We gasped as the Enterprise NCC 1701B left space dock, we felt all warm and cuddly inside as the proud and noble Klingons forged lasting peace with the Federation. But what really impressed us was that all this entertainment value was being gleaned from two CDs, price £15.99.

Full Motion Video has arrived, and it's great. But there's a downside. Commodore are so impressed with FMV, that they are not prepared to produce an A1200 CD drive that can't handle it. They have concluded that it is not possible to produce an A1200 CD drive that can handle it, so they aren't going to produce an A1200 CD drive at all. Commodore support their argument by saying that A1200 owners would feel conned when FMV games start appearing.

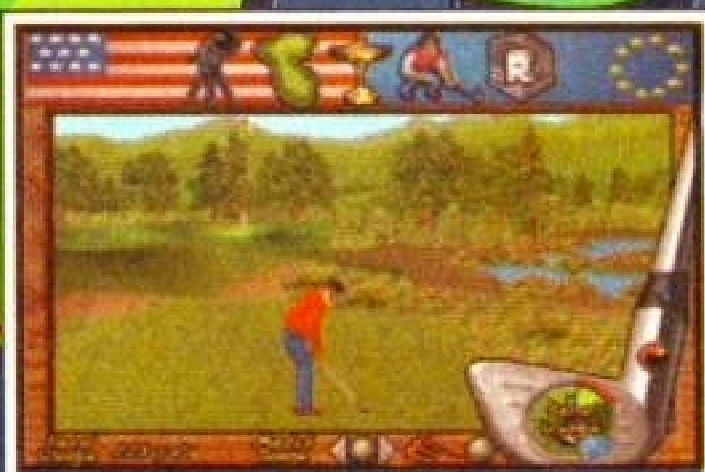
Who are they trying to kid? FMV games aren't going to start appearing. The FMV unit is a £200 add on to a £300 console. Less than 20 per cent of CD^{32} owners will have an FMV unit, so software companies won't develop for it. Commodore are missing an opportunity to expand their CD market by not producing a non-FMV A1200 CD drive.

Next month's Coverdisk will have a new mission for *Syndicate* users, and we'll be offering readers the opportunity to buy the full 20-mission disk for a bargain price. If this causes the same stir in the office that *Syndicate* did, I'm gonna have to crack the whip next month to get the writers to stop playing and start reviewing.

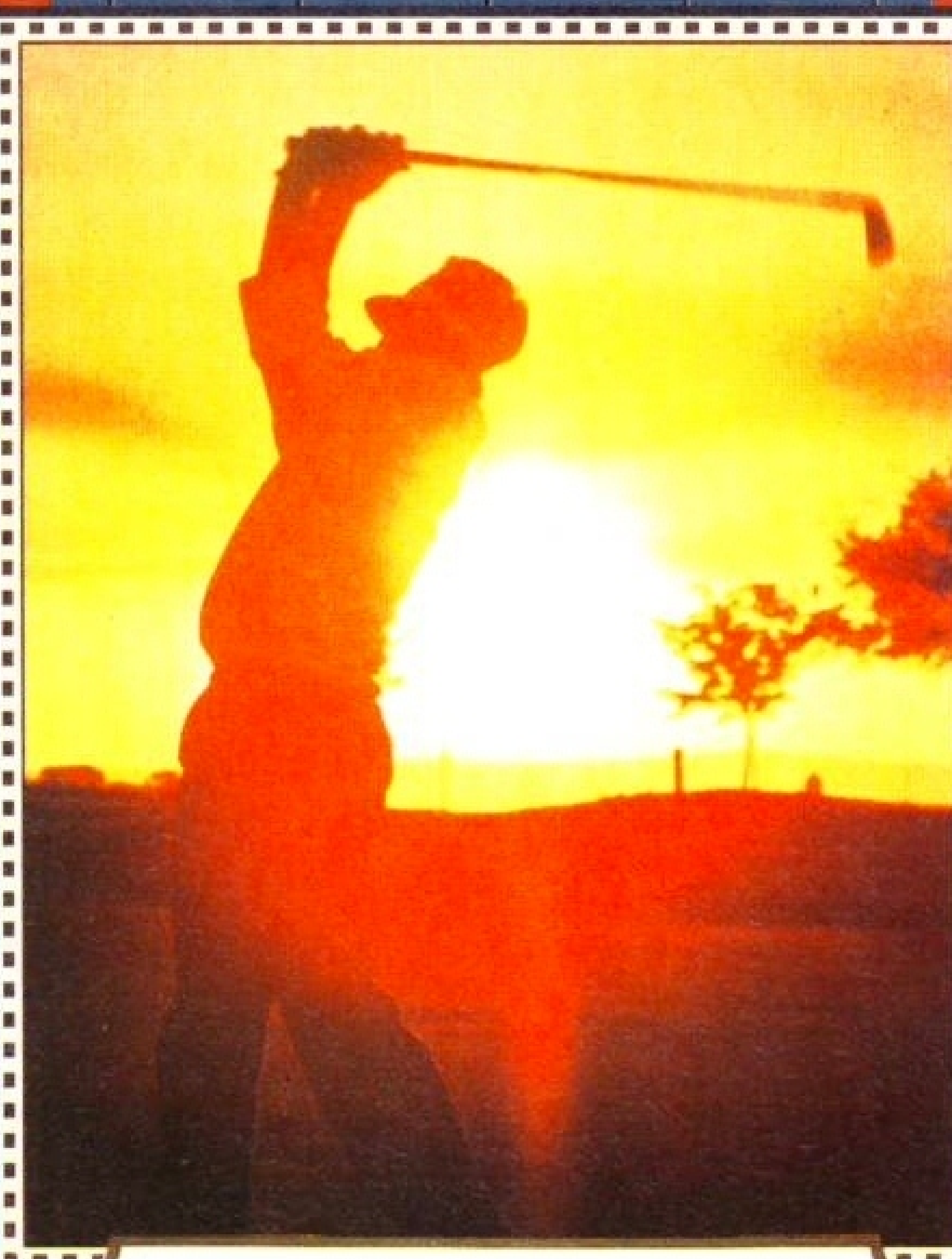
Enough small talk, I have a right riveting game of *Soccer Kid* waiting for me. See ya! 

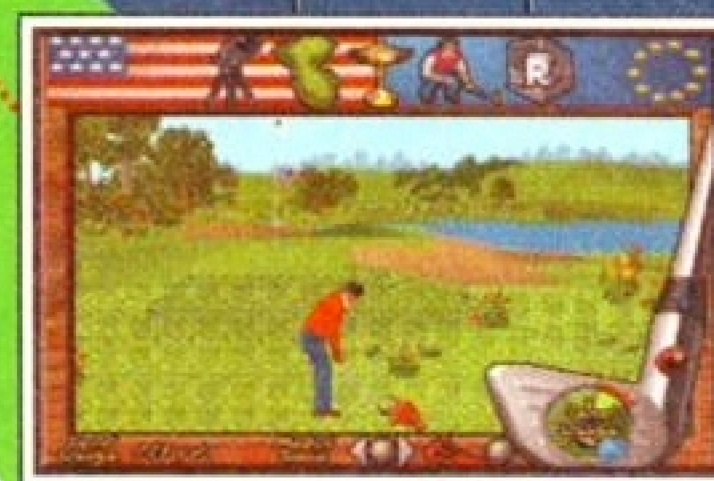


The greatest international team match in golf

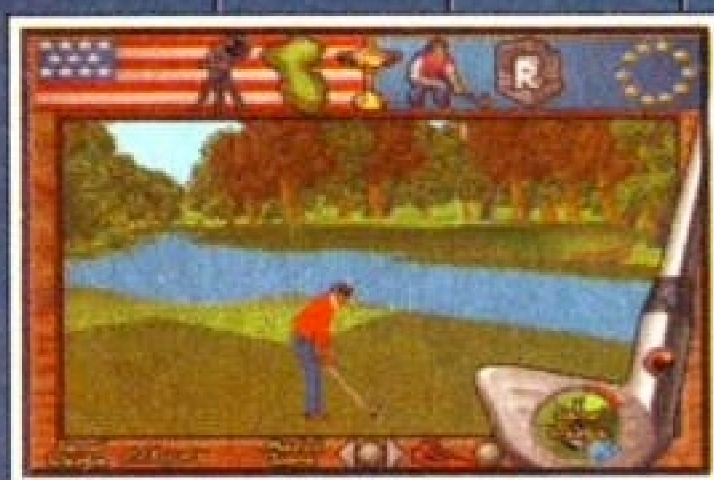


Experience the thrill of playing in the world's premier golfing event. You must get every detail spot-on to keep up with the calibre of players you'll be going round with.



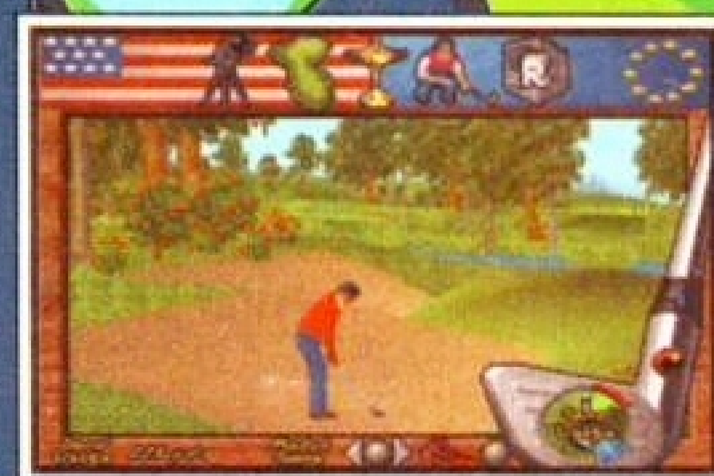


Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.

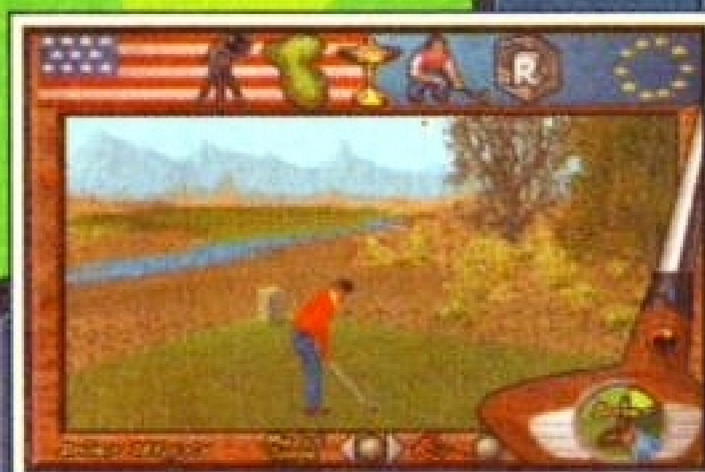


The incredible detailof the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.





The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.



Ryder Cup Golf plays with startling speed and detail so real you can almost smell the grass.

In 1926, at Wentworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN.
The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman.
The competition took place under the rules of the PGA, and the winning team received a trophy, kindly donated by Samuel Ryder.
This was the beginning of the Ryder Cup.



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NOP = will not work on A500 Plus, A600 or A1200.
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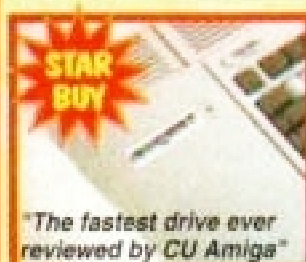
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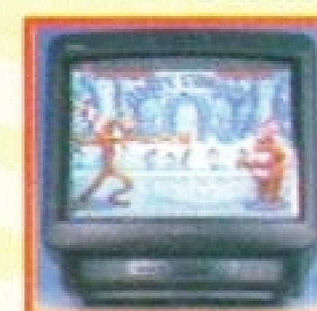
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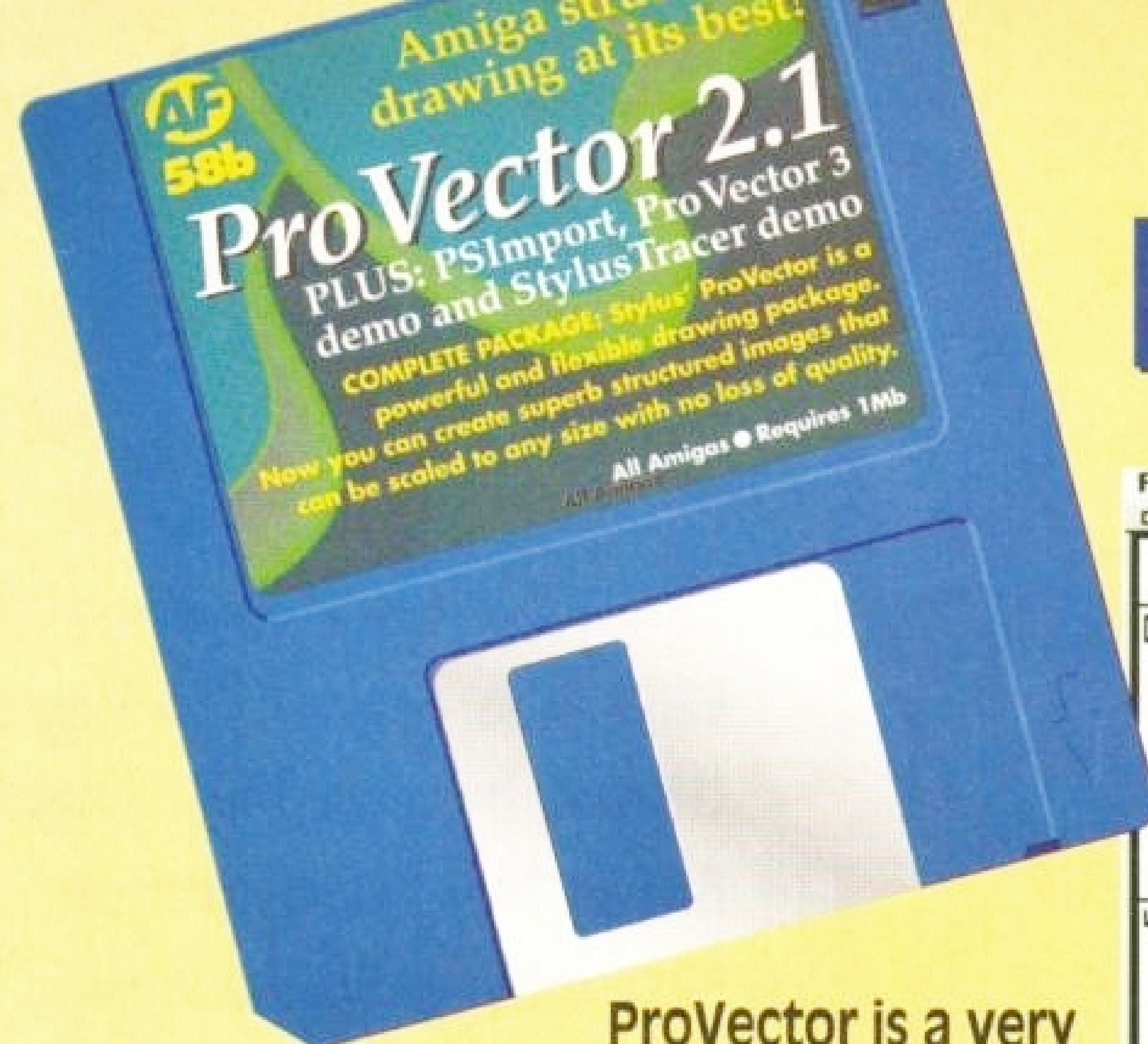
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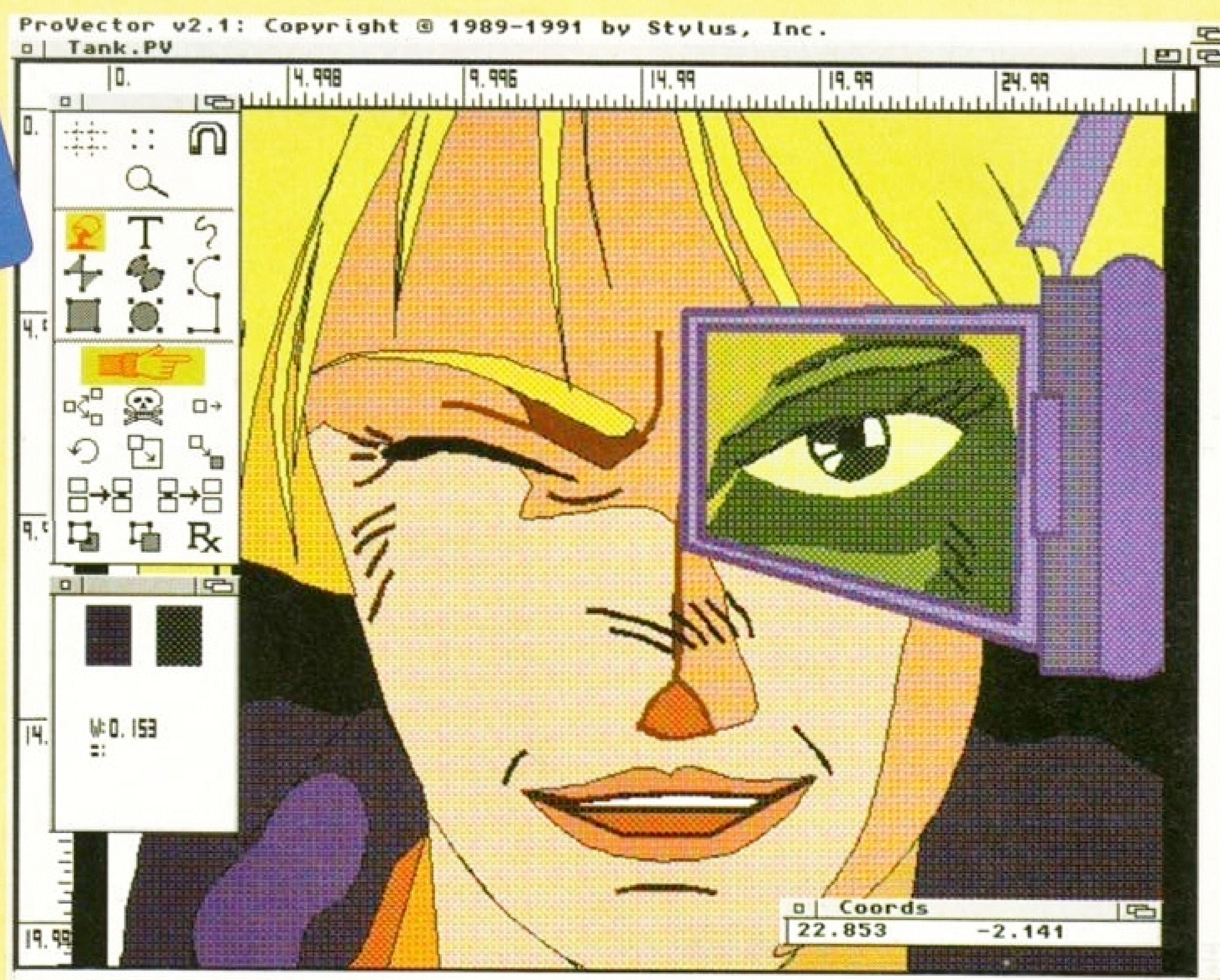
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PROVECTOR

ProVector is a very powerful graphics package, but it may be different to anything you've used before. Unlike DeluxePaint, ProVector is a structured drawing package, and there are some very convincing advantages to working with a program like this. Marcus Dyson discovers just what they are...



ProVector2.1 uses a 16-colour screen, but dithers the colours to give the appearance of 256 colours. Version 3, which will be released soon, will make full use of the AGA chipset to give 256 true colours on screen.

URGENT! READ THIS!

To install and use your full *ProVector2.1* program and your demos of *StylusTrace* and *ProVector3*, follow these simple instructions.

1 Obtain two floppy disks which have nothing on them that you want to keep.

2 Format both the disks. Call one of them ProVector, call the other ProVector3_Demo.

3 Insert your Workbench disk and allow Workbench to load.

4 Insert your copy of *AF*58B, the *ProVector* Coverdisk.



6 Double-click on the *AF*58B disk icon when it appears.

7 Double-click on the *ProVector* Install icon, and have the disk called ProVector ready to insert when prompted to do so.



8 When it has finished, it will tell you so. Now you can follow the same procedure again and install the *ProVector3* demo.



9 Double-click on your installed ProVector disk icon, then again on the ProVector program icon (left) to launch *ProVector*.

9 Take a look at the ProVector2.1 control panel on the right, then flip the page to try a few simple familiarisation exercises to get you started in structured drawing.

A LOOK AT PROVECTOR'S CONTROL PANEL

GRID ON/OFF. Toggles a visible grid which can be used to help composition or alignment.

MAGNETISM. An object can be made to 'attract' the points of another object.

MAGNIFICATION. After clicking on the magnify icon, clicking and dragging around an area on screen will expand that area up to full screen.

GRID SNAP. When activated, this makes points align with the nearest grid line. It works whether the grid is visible or not.

TEXT. This enables you to add text to your pictures. Ideal for creating logos.

CLOSE/FILL. If this gadget is selected, any object that is drawn will have its first and last points joined, and be filled with the current colour.

FREEHAND. This draws a freehand shape wherever you drag the mouse.

DRAWING TOOLS. These gadgets draw polygons, smooth polygons, rectangles and ellipses.

STRAIGHT/CURVE TOOL. This allows the drawing of complex irregular shapes made up of straight and curved lines. It is by far the most useful tool.

SELECT. This gadget must be selected to click on any part of the picture and make it 'active'.

DELETE. Clicking on this gadget will erase any objects which are currently active.

DUPLICATE. This gadget works like the move tool, but instead of moving an object, it moves a copy, and leaves the original where it was.

MOVE. This gadget enables you to click and drag on an object to move it around your picture.

ROTATE. Any selected object may be rotated by clicking on this gadget, and then clicking and dragging on the object.

SCALE. After clicking on this gadget, click/dragging on a selected item will scale it up or down.

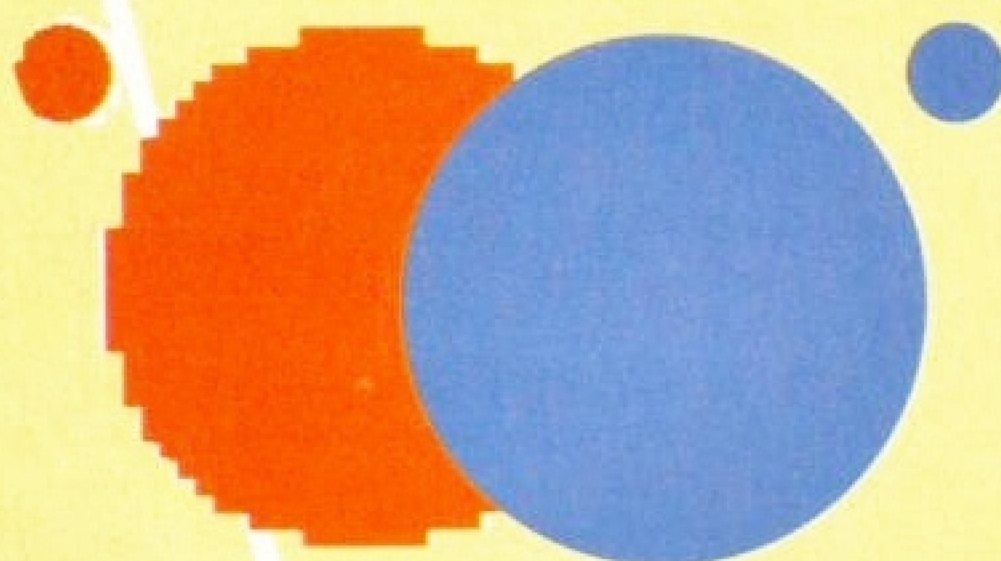
GROUP/UNGROUP. Two or more objects may be grouped so that they can be moved, manipulated, sent backwards or brought forwards as one object.

DEPTH GADGETS. Objects can be sent backwards, or brought forwards to create the correct sense of depth in a picture

APPLY STYLE. Clicking on this gadget will apply the currently selected fill and border styles to the currently active object(s). A combination of this and the Straight/Curve line tool are all you really need to create a picture in *ProVector*.

STRUCTURED DRAWING IS most often used in conjunction with desktop publishing programs. There are good reasons for this, but that doesn't mean that it isn't ideal for lots of other purposes. The most important thing to remember about structured (or vector) drawings is that, unlike bitmap images, they are not made up of lots of little coloured squares, or pixels. Instead, structured drawings are described mathematically. You don't have to worry about the maths, after all that's what computers are best at. But it's good to know what the benefits of this method of storing a picture are.

When a bitmap picture is enlarged, all the pixels that make up the picture are enlarged too, so a picture that looked 'smooth' when it was viewed very small, becomes blocky, or pixelated. When a structured drawing is enlarged, the computer recalculates the best way to draw it, and sends this information to the printer, so the drawing is always smooth. Look at the pictures of the circles below, the red circle is a bitmap picture, see what happens when it is enlarged. The blue circle is a structured drawing. When it is enlarged, it still looks very good.



Another advantage of structured drawings is that they can be edited, even after they have been finished. OK, so can bitmap drawings. But all the elements of a structured drawing remain 'discrete'. That doesn't mean that they don't sell the story of their celebrity love affairs to the Scumday papers, it means that they stay as separate, individual objects, so that at any time, you may edit, delete, change the colour or 'bring forward (or send back)' any item.

This takes a bit of getting used to. I know that when I started using structured drawing programs, I preferred bitmap packages, and it took me a while to realise the benefits of packages such as *ProVector*. Now I would be as lost without *ProVector* as I would without *Brilliance* on my hard drive.

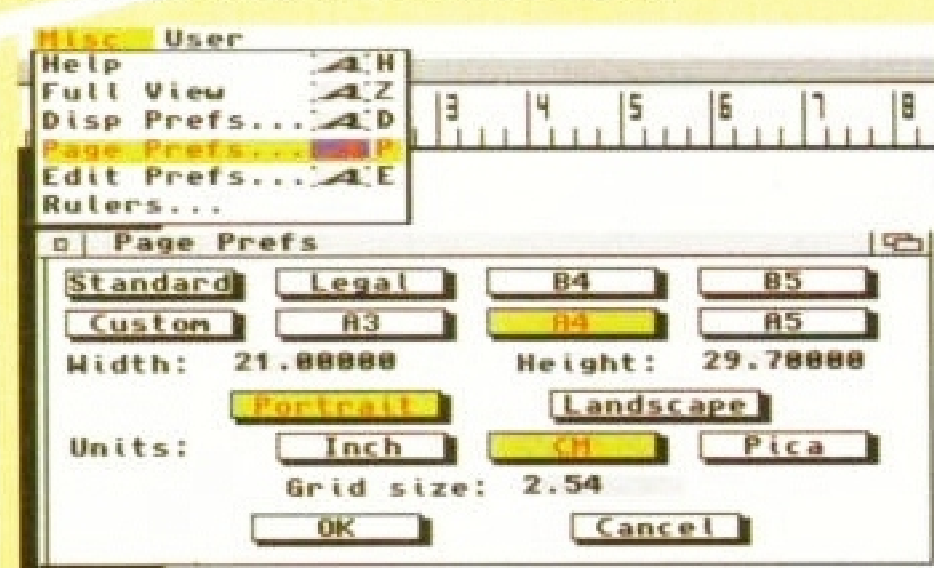
The third advantage of structured images is their size. As I mentioned earlier, bitmap images pixelate when enlarged, so to make a high-quality bitmap image, to print at say 10cm by 6cm, it would require a file of over 2Mb in size. But a structured image of just 20 or 30K can be enlarged to any size without loss of quality.

One of the most common uses for structured images is the design of logos. Simple images such as the *Amiga Format* logo appear many times in each issue, every time at a different size, or in a different colour. By designing them in a structured package we save ourselves time (and hard drive space). Other elements of this issue, such as the ChartBusters logo on page 93 are also designed in a structured drawing package.

Enjoy *ProVector*, and do try the demo of *ProVector3*. The latest version of the package, due for completion in the near future, has AGA support, an even friendlier user interface and a host of new features. We'll be bringing our readers a special deal on the new version as soon as it's complete. Watch these pages.

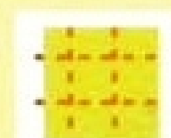
1. SETTING THE PAGE

The first thing we need to learn to do in *ProVector* is define our document. Depress the right mouse button, and drag to the Page Prefs option on the Misc Menu, then release the button. You will be presented with this requester box:

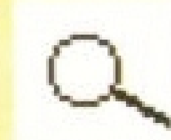


Check the A4 box, and the CM unit box (Americans still use inches).

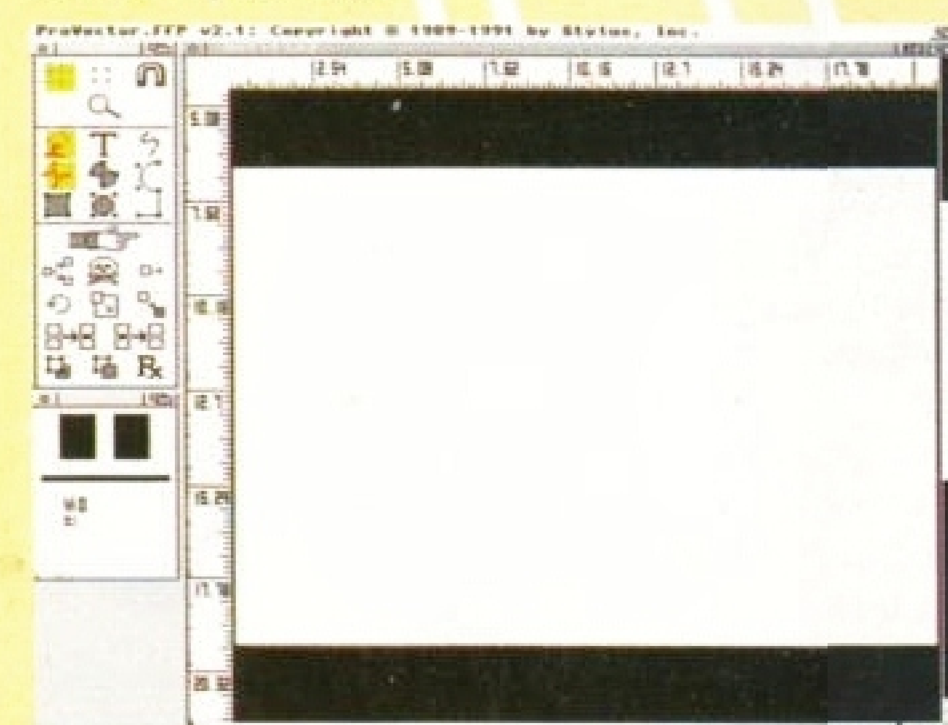
Now click on the Grid On icon:



Then click on the magnifying glass:



Now click, and drag from the left-hand side of the white area, down to the right side, making an area that is about 1.5 times as wide as it is tall. When you've done this, your screen should look something like this:

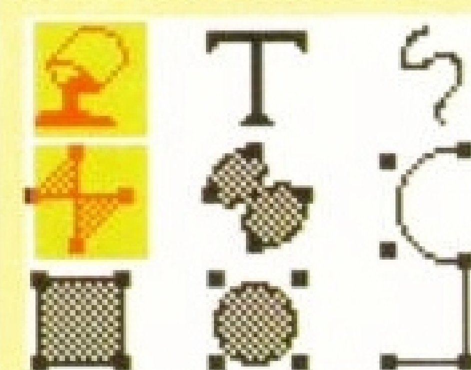


This has zoomed in on our work area. *ProVector* can zoom up to 1200 times actual size.

If, once we begin drawing, you want to zoom out again and see the whole picture, just press the Right Amiga key and Z simultaneously.

2. CREATING AN OBJECT

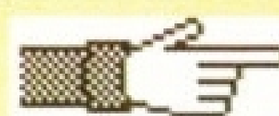
The drawing tools are in the second part of *ProVector's* control panel:



Try clicking on any of them, and then clicking and dragging on the picture area.

Different tools have different effects. If you get stuck on any tool, double-clicking will complete the object. If you don't like the object you have created, just hit the Del key on your keyboard, and it will be deleted.

If the object you want to delete does not disappear, that is because it is not active. Click on the selection tool:



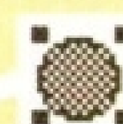
Then click on the object you have drawn. A series of points, or handles, should appear round the perimeter of a selected object. Once an object is active, you can delete it.

At present, all the objects you are creating should be filled with black. This is because the Close/Fill tool is active:

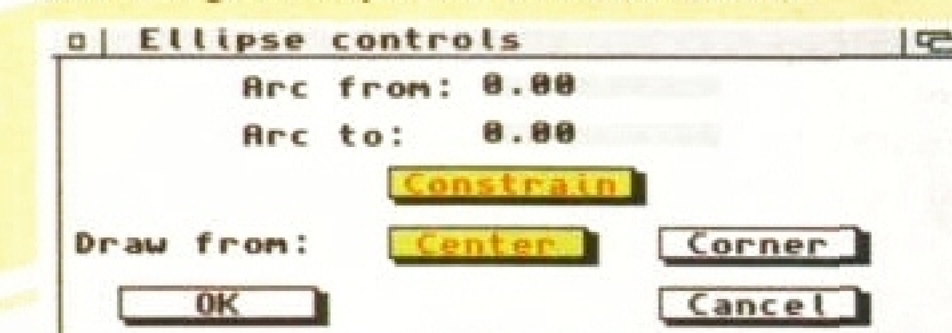


If you click on this tool to deselect it (it will stop being highlighted) then draw an object, it will not have any fill.

Many of the drawing tools have options that may be accessed by shift-clicking on the appropriate icon. To create a circle, we must use the ellipse tool. Hold down the shift key, and click on the Ellipse icon:



You will get a requester window like this:

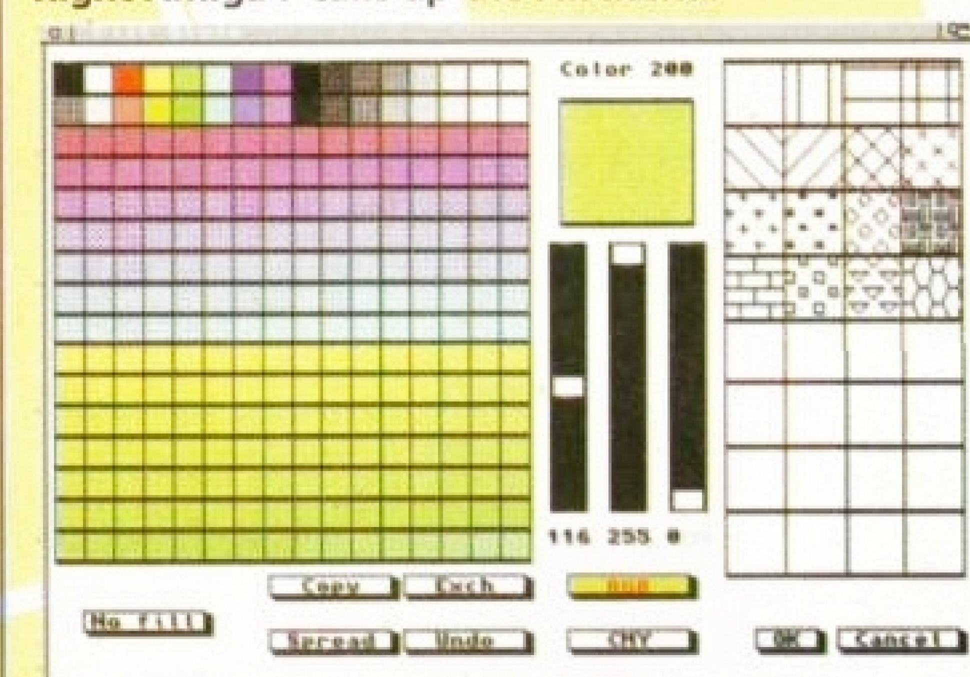


By clicking on the Constrain gadget, we can force *ProVector* to draw a circle.

By clicking on the Centre or Corner gadgets, we may control where the mouse pointer is positioned as the circle is drawn. By entering arc values, we can further control the shape drawn. Try some variations.

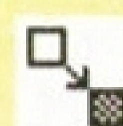
3. ADDING A LITTLE COLOUR

Any object we draw in *ProVector* will not be visible unless we give it a border, and or a fill colour. In *ProVector2.1* these attributes are chosen from two separate, but very similar menus. Pressing Right Amiga-F calls up the Fill Menu:



Choose a colour for the fill by clicking on any of the colour wells in the large palette square. The current colour is green, but we are going to select grey. Now press Right Amiga-B to get the Border menu. Choose a colour, style and weight for your border. I am going to use a black border, with a weight of 0.1 (typed in at the Wgt: box on the bottom left of the requester window).

Now to apply our styles to an object. If you don't have a circle on screen, draw one. Now click on the Select tool, and then on your object, to make sure it is active. Now make sure the Close/Fill tool is active. Finally, click on the Apply Style gadget:



You now have a filled circle, with a border.

4. GETTING MANIPULATIVE

Once you have created an object, *ProVector* has many tools for manipulating it. First of all, make sure you have a filled circle. If you haven't, follow boxes 1-3.



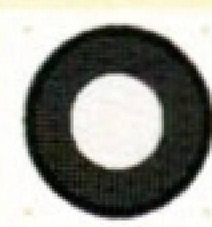
Now draw another circle on top of your current circle, then use the Border and Fill requesters to fill it a light grey, with a narrow dark grey border. Remember, you won't be able to apply a fill style to your new circle unless the Close/Fill gadget is active.



Now using the Selection tool, click on the small circle, and then Shift-Click on the big circle, so that both are selected.



Now click on the Group tool. Both the objects will now be joined together as one object.



Now click on the Duplicate tool:  and drag your circle to the right a little way. You will now have two sets of grouped circles, these will be the wheel of a car we are going to draw.



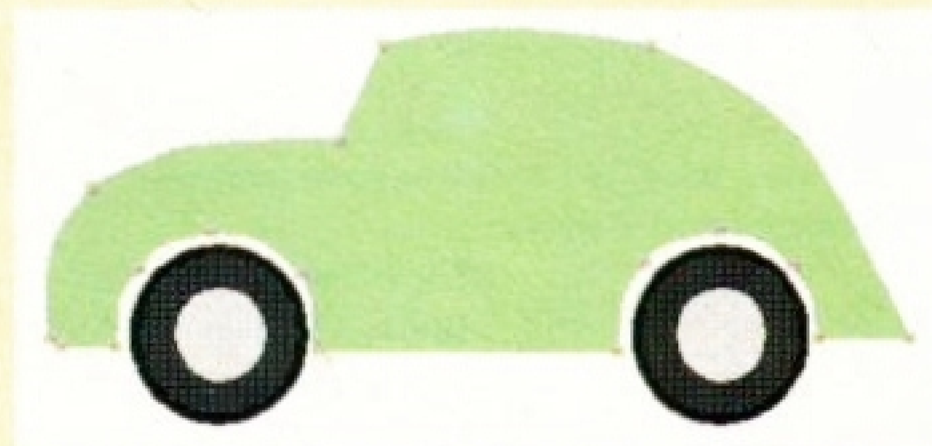


5. DRAWING A CONCLUSION

Now we have some wheels, we had better produce a car body. This is the tricky bit, as BL proved when they produced the svelte lines of the Allegro. By far the best tool to use for this is the Straight/Curve tool:



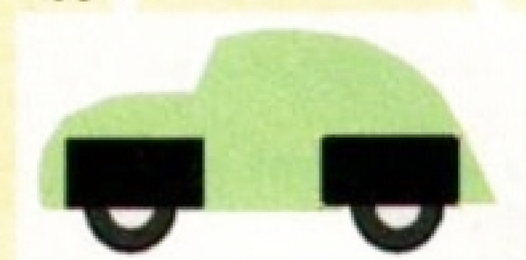
Describing the function of this tool is more than a little difficult, but we'll have a go. If you click, then move the mouse pointer and click again, the tool will draw a straight line between the location of your first and second click. But if, while you are holding down the mouse button for the second click, you move the mouse, the line will bend and form a curve. Once you have bent the curve into the shape you desire, clicking again will draw the curved line you have prescribed. You can then click again to draw the next line, or click and drag to draw a new curve. See, I said it was difficult to describe. Experiment with it.

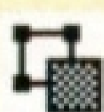


Once you get the hang of the Straight/Curve tool, draw yourself a car body. I have imitated the timeless lines of Adolf Hitler's design for the VW.

6. FINISHING TOUCHES

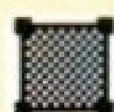
Now we have the basic shape of our car, but it doesn't look very good, does it? Don't worry, a few simple touches will improve it immeasurably. First draw a black rectangle over the top half of the wheel, then use the Duplicate tool to move a copy of it over the rear wheel. Like this:



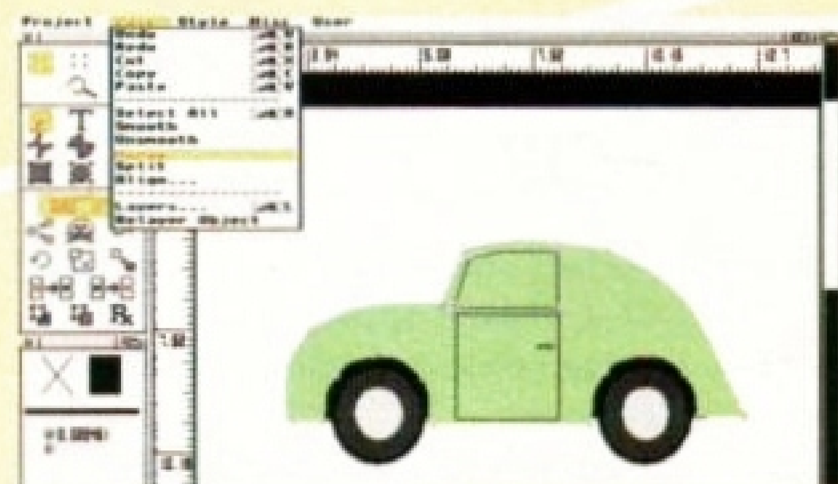
Now (while these rectangles are active) use the Depth gadget to  send the black rectangle behind the car. Just keep pressing it and see what happens.

You should end up with a picture that looks something like this:



Now use the Ellipse tool and the Rectangle tool:  to add a few details such as the door and handle.

Now we are ready to add the windows. Use the Straight/Curve tool to draw two (or however many you want) shapes, where you want the car windows to be. Use the Selection tool and the Shift button to make both the car body, and the new window shapes active. Now use the right mouse button to select Merge on the Misc menu.



Your car body, and windows should join together to make one shape.



If your car body changes colour, that is because the current Fill Colour is different to the original one you used for your car.

Here's a little tip, press Right Amiga-U to undo the Merge. Then shift click on the Apply Style menu, then click on the car body. This will make the car's fill and border attributes the currently active ones. If you perform Merge again, the car will stay the colour you want it to be.



NEXT MONTH: We'll take a look at some more *ProVector* functions, and how to perform them.

TOO MUCH TO HANDLE

There are many more features to *ProVector* than we can ever hope to go into here. These include:

- Full ARexx support
- User configurable tools
- Power clone and power rotate options
- Layer control
- Plotter and postscript printer support
- Import IFF for tracing
- On-line help
- Keyboard short cuts

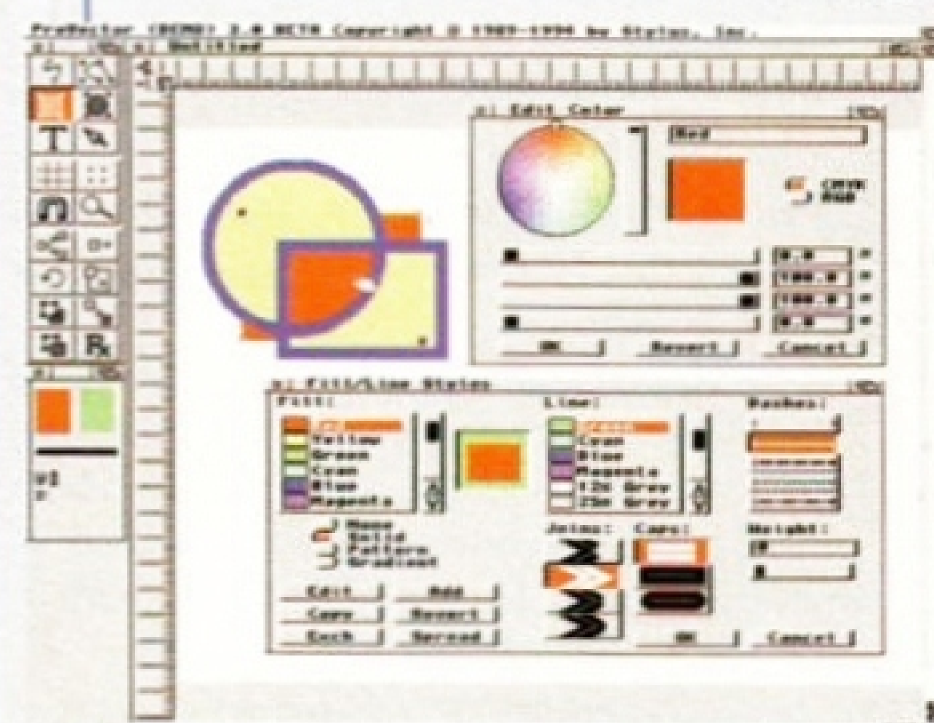
We will be doing occasional tutorials to help you master these functions. Until then, don't be afraid to play with *ProVector*. If you've followed these pages, you have the basics of making the program work. Most of the rest of the functions work in a very similar fashion to those we have used here. Remember to make sure you have an item selected before you try to manipulate it, then be sure to click on the right icon for the operation you want to do.

It really isn't very difficult to get great results with *ProVector*. The picture of the girly with the green monacle-type device on the first page of this section was produced on my first ever sitting with the program. It is a copy of a scene from the *Dominion Tank Police* video from Manga (© Manga Video, thanks for their kind permission). Buy it, it's great.

By far the best way to get more out of *ProVector* is to upgrade to the new version, which will be available soon.

We've included a demo of Version 3 on this month's Coverdisk for you to try out. It offers full AGA support (256 colours on screen), an improved user interface and a full and comprehensive manual of all of *ProVector*'s features.

As soon as *ProVector3* is available, we'll be offering an upgrade deal here in *Amiga Format*, keep your eyes peeled.



While *ProVector2* is an extremely capable package, it has one or two quirks which some users find confusing. *ProVector3* tackles these quirks with a new interface. The addition of AGA support and several new functions promise to make it the Amiga's best structured drawing package.

APOLOGIES

Also included on this month's coverdisk is a demo of another Stylus program, *StylusTrace*. The program imports bitmaps, and then traces them for importing into *ProVector*. We have used the demo, and it is very good. But we have had some problems running the demo on some machines. Sorry, we can't be more specific, it runs on our 4000/030, but not our 4000/040. It runs on an A3000, but not our 1200. Your guess is as good as ours. But we can assure you, that when this program is commercially released, it will work with all current model Amigas.

If your copy doesn't work, don't be too upset, it is only a demo, and would not add to the functionality of your *ProVector* disk.

Why Is Wordworth The World's No.1 Amiga Word Processor





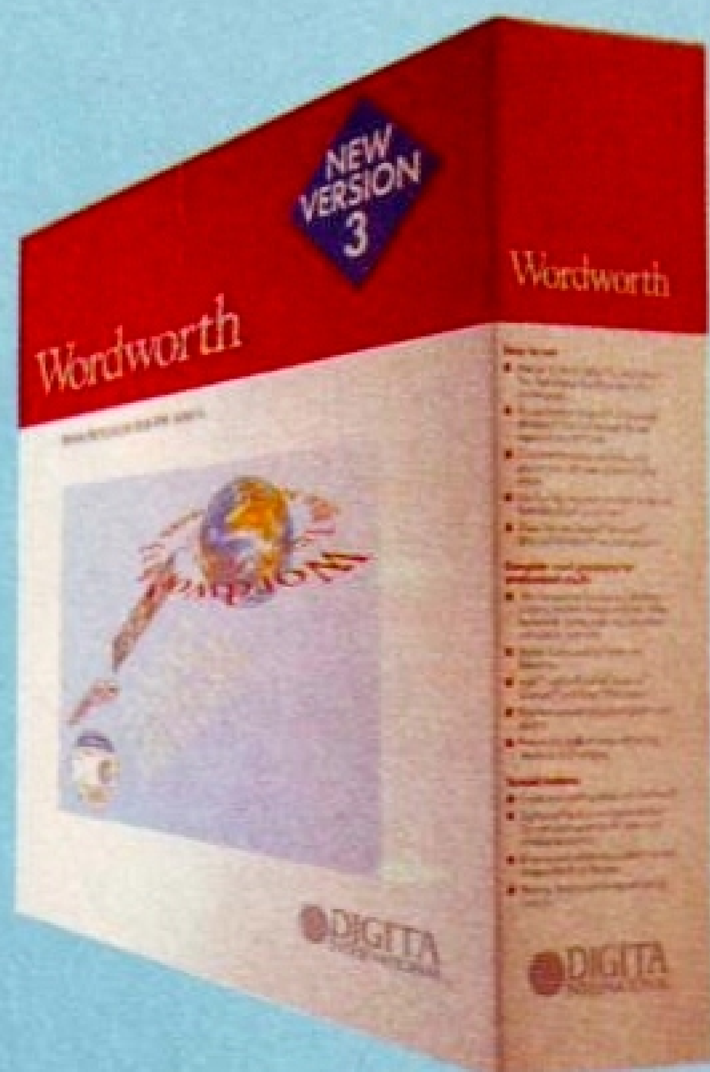
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MUSIC-X 1.1



The *Music -X* Coverdisk is a full MIDI sequencing package. Use it to control synthesizers, drum machines and other MIDI equipment or to create tracks with the internal Amiga samples. Boot up and find out why *Music-X* is the best.

All you budding musicians are in for a real treat with this month's fantastic Coverdisk. Future Music reviews editor Maff Evans takes you through the basics of Music-X to put you in tune with this amazing sequencer program.

GO INTO ANY studio worth its salt and you'll no doubt see a computer sitting at the heart of the operation. That's because most of the machines used there will be linked to it via MIDI (Musical Instrument Digital Interface), the language used by electronic instruments and computers to talk to each other. To control the machines from your computer, you need a sequencer. *Music-X* is a full MIDI sequencing package for controlling synthesizers, drum machines and other MIDI equipment, and creating songs using internal Amiga samples. Over the next five pages, we show you the basics and give you two tutorials to get you creating music on your Amiga.

SETTING UP GEAR

All you need to run *Music-X* is an Amiga. Sounds obvious, but a lot of people think you need a rack of extra equipment to use a sequencer. If you've got some MIDI equipment to play with then you have a bit more scope, but you can get started with just your Amiga and a few samples on disk.

If it's possible, we recommend that you play the sound from the Amiga through a hi-fi system. To do this you need to get a cable that allows you to play the Amiga sound in mono (both Amiga outputs being played through both speakers at all times). Since *Music-X* plays samples out of the first available audio channel, it makes them jump from side-to-side in a most disconcerting fashion.

If you've got a MIDI-equipped keyboard, then get yourself a MIDI interface (about £20) and connect the MIDI Out from the interface to the MIDI In of your keyboard and the MIDI Out from the keyboard to the MIDI In of the interface. Now you're ready to start making music.

● If you already know your way around *Music-X* then you'll know what Filter and Librarian pages are. They are used for more advanced operations involving storing Sysex data and routing MIDI signals. For more in-depth info, the makers of *AF* also produce a dedicated hi-tech music magazine, *Future Music*, which will be running advanced tutorials.

Continued overleaf

BEFORE YOU START

Before you can start using your *Music-X Coverdisk*, you must decompress it on to two formatted disks. To do so, boot up the *Music-X* Coverdisk. After a while the Workbench screen will appear. When it does, Double-click on the disk icon and a window will open with two more icons in it. These represent scripts for decompressing the disk.

Double-click on one of the icons. A new window will open and the disk light will come on while files are copied to RAM. You will then be asked to insert a blank disk. Do so and press Return. The data will now decompress on to your new floppy. Repeat this decompressing procedure for the second disk and you're ready to go.

RUNNING MUSIC-X WITH 512K

Although *Music-X* will run on 512K machines, you really need more memory to get the most out of it. Having less memory to play with restricts the amount of sample data you can load and use, because *Music-X* grabs as much Chip RAM as possible for sequencing.

MIDI users will be better off, because having no samples to worry about you'll be able to enter more MIDI data into the sequencer, but for serious use we urge you to splash out about £20 on memory expansion. In the meantime, you should make sure that the Workbench option in the Options menu is turned off (doesn't have a tick next to it).

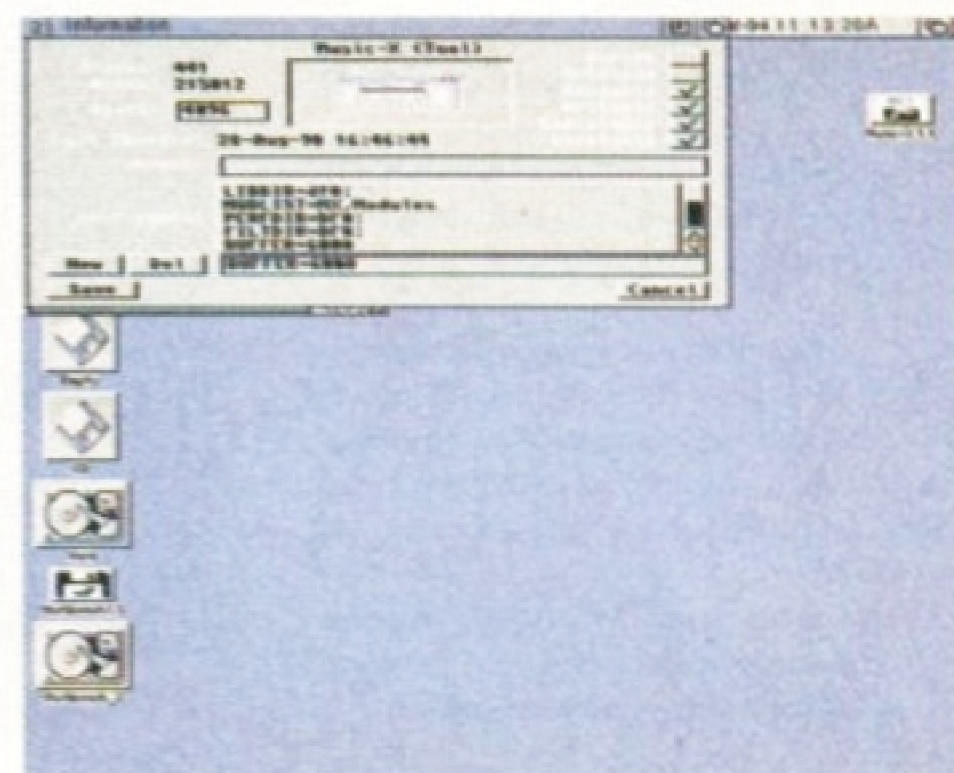
USING MUSIC-X ON AN A1200

When *Music-X* loads, the first thing it does is attempt to grab as much Chip RAM as possible for storing sequence data. Because the A1200 has two megabytes of Chip RAM, *Music-X* gets a bit confused and tries to use the memory twice, causing the program to lock up when you select any functions.

Don't worry though – you can get around this. First, make a copy of the *Music-X* disk (see the instructions on page 21) and stick the copy in the drive with Workbench loaded. Open the *Music-X* disk and select the Music-X icon. Go to the Icons menu and select Information. Click on New under the Tool Types window and enter:

```
BUFFER=6000
```

This will create a memory buffer that *Music-X* won't be able to grab. This should give you enough sample memory to play with, but will still allow the program to run normally. If you find that the balance isn't quite right for your own particular needs, then just change the number in the Buffer statement.



After clicking once on the *Music-X* icon, and selecting Information from the menu, you'll see this screen.

THE SEQUENCER PAGE

This is the heart of the Music-X system. It may look intimidating at first, but once you know your way around you'll soon get the hang of things.

1 CUE POINTS – Click on BEGIN to jump to the start of a track, and END to skip to the end. To mark a position, click on SET and then on a CUE button.

2 TRANSPORT CONTROLS - Work like tape recorder controls: Pause, Rewind, Play, Fast Forward, Record and Stop.

3 CLOCK WINDOW – This shows the time of the song and the position (in bars, beats and clocks 1/192 of a beat). You can change the current Song Position Pointer by clicking on Clock: or Time: and using the Rewind and Fast Forward buttons, or by clicking on the green arrows next to the display.

4 TEMPO WINDOW - Shows the tempo of the track. To change tempo, click and drag the slider, or change it by clicking to the left or right of the number. The Tempo Window also shows the free memory for entering MIDI events and reports MIDI errors.

5 TRACK WINDOW - Displays what *Music-X* is playing. The first column displays the bar of the sequence that is playing and the next column its name.

6 TIME SIGNATURE WINDOW - Click on the arrows next to the number you want to change. The top one is beats in a bar and the bottom one, the length.

7 STORE BUTTON - Used to store the Record Buffer in a sequence.

8 EDIT BUTTON - Click on this to edit a Selected Sequence.

9 DELETE BUTTON - Click here to delete the Selected Sequence.

10 PREVIEW BUTTON - Playing the track will play the contents of the Record Buffer, not the Selected Sequence.

11 SEQUENCE LIST WINDOW - The main display and control window where all the sequences in memory are displayed. Select sequences for recording, deleting or editing, and change some play mode. The list is displayed thus:

SEQ: This is the sequence number. *Music-X* can store up to 250 sequences.

MEM: The memory used.

BARS: Length of the sequence in bars.

CHANNELS: Shows the MIDI channels (or sample channels if internal sounds). If applicable, it will show 'Many'.

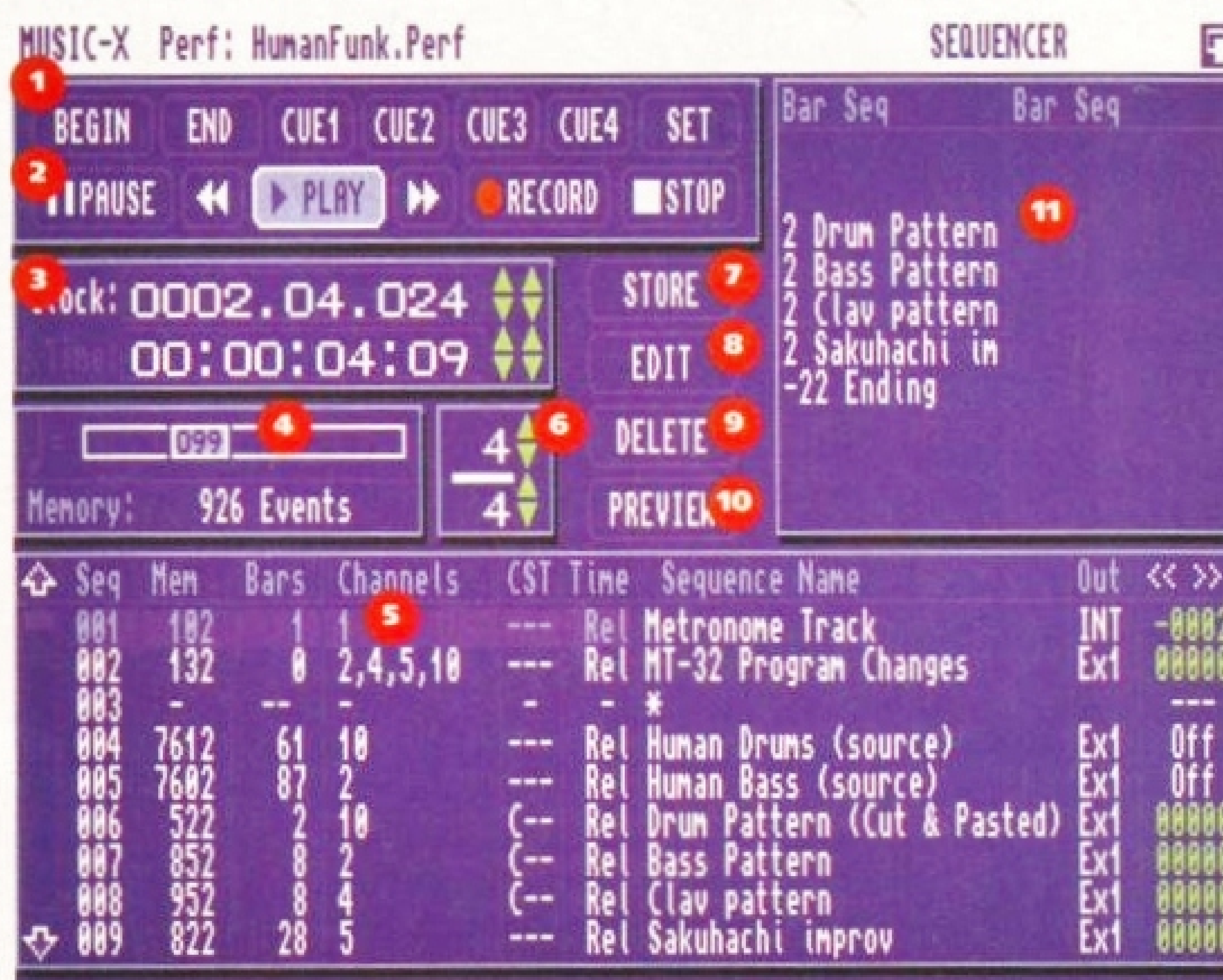
CST: When using special sequencer messages, this shows you what type it is. C is Controller, S is Trigger other sequences and T is Tempo change.

TIME: The time mode of the sequence. Rel is relative time (in bars, beats and clocks) and Abs is absolute time (hours minutes, seconds and frames). Unless you're doing video dubbing, then relative time is the usual working mode.

SEQUENCE NAME: The name of the sequence. Click here and type in the name you want as normal.

OUT: Where the sequence will output when played. Click here to toggle between INT (internal Amiga sounds) or Ex1 (MIDI output).

<< >>: This is the play offset section. Clicking on this column, you can turn a sequence to Off so that it will only play when triggered from another sequence.



THE MODE MENU

This is where you select which page of *Music-X* to work in.

ABOUT MUSIC-X...: Calls up the credits.

SUSPEND...: Pauses the program and frees the serial port for others.

SEQUENCER: Calls up the main Sequencer page.

SET FILTERS: Switches to the MIDI filter and keyboard mapping screen.

AMIGA SAMPLES: Calls up the screen for loading and editing Amiga sounds.

LIBRARIAN: Calls up the page for loading and storing System Exclusive data.

QUIT: Quits out of *Music-X*.

FILE MENU

This is where disk operations are handled. Performances are files holding all sequence, sample and other song data:

MERGE PERFORMANCE: Loads a song and mixes it with the performance already loaded.

LOAD PERFORMANCE: Loads a song.

SAVE PERFORMANCE: Saves a song. A window is called up showing what data is to be saved (sequences, samples, filters and so on). Any items lit will be saved with the performance.

LOAD SEQUENCE: Loads a sequence into the selected position on Sequence List.

SET AUTHOR NAME: Enter the name of the track and other short comments.

OPTIONS MENU

This is where you can set outputs and punch in/out points, move sequences around or set basic working options:

OUTPUT CHANNELS: Route the channel data in *Music-X* to any MIDI channel.

SET PUNCH IN/OUT: These points are used for automatically entering and leaving record mode for recording sections. Set the pointer on the main page and the punch point from the menu.

COPY SEQUENCE: Copies the selected sequence to another sequence location.

MERGE SEQUENCE: Merges the data in the selected sequence with that of the chosen destination.

EXTRACT SEQUENCE: Pulls the specified data type from the selected sequence and places it in the Edit Buffer.

ERASE ALL SEQUENCES: Deletes all the sequences in memory.

USE ZERO ORIGIN: *Music-X* defaults to showing the start location of a song as 0001.01.000 (bar one, beat one). This option enables you to start from zero.

FAST LOCATE: When using auto-locate, *Music-X* resets all MIDI controller data to the default values, but some MIDI instruments can't handle this much data quickly. If so, turn Fast Locate on.

WORKBENCH: To save memory, you can turn the Workbench screen off.

SYNC MENU

Adjust Music-X's timing control. Unless you're using loads of multitrack tape or video, leave this area alone.

MODULES MENU

Carry out Shell operations. Select the Shell option you wish to use to execute the opening of a new Shell or CLI.

THE AMIGA SAMPLES PAGE

This is where Amiga internal samples are loaded, edited and tuned.

1 CH (SAMPLE CHANNEL): Shows which of the 16 channels is to be used in sequences for playing a sample. In a sequence you treat this number the same as a MIDI channel.

2 SAMPLE NAME: This is the filename of the sample loaded into that channel. Sonix samples will usually be followed by the .ss suffix.

3 SIZE: The size of a sample (in bytes).

4 TUNE: The current *Music-X* tuning of a sample. You can change this using the slider below the sample list.

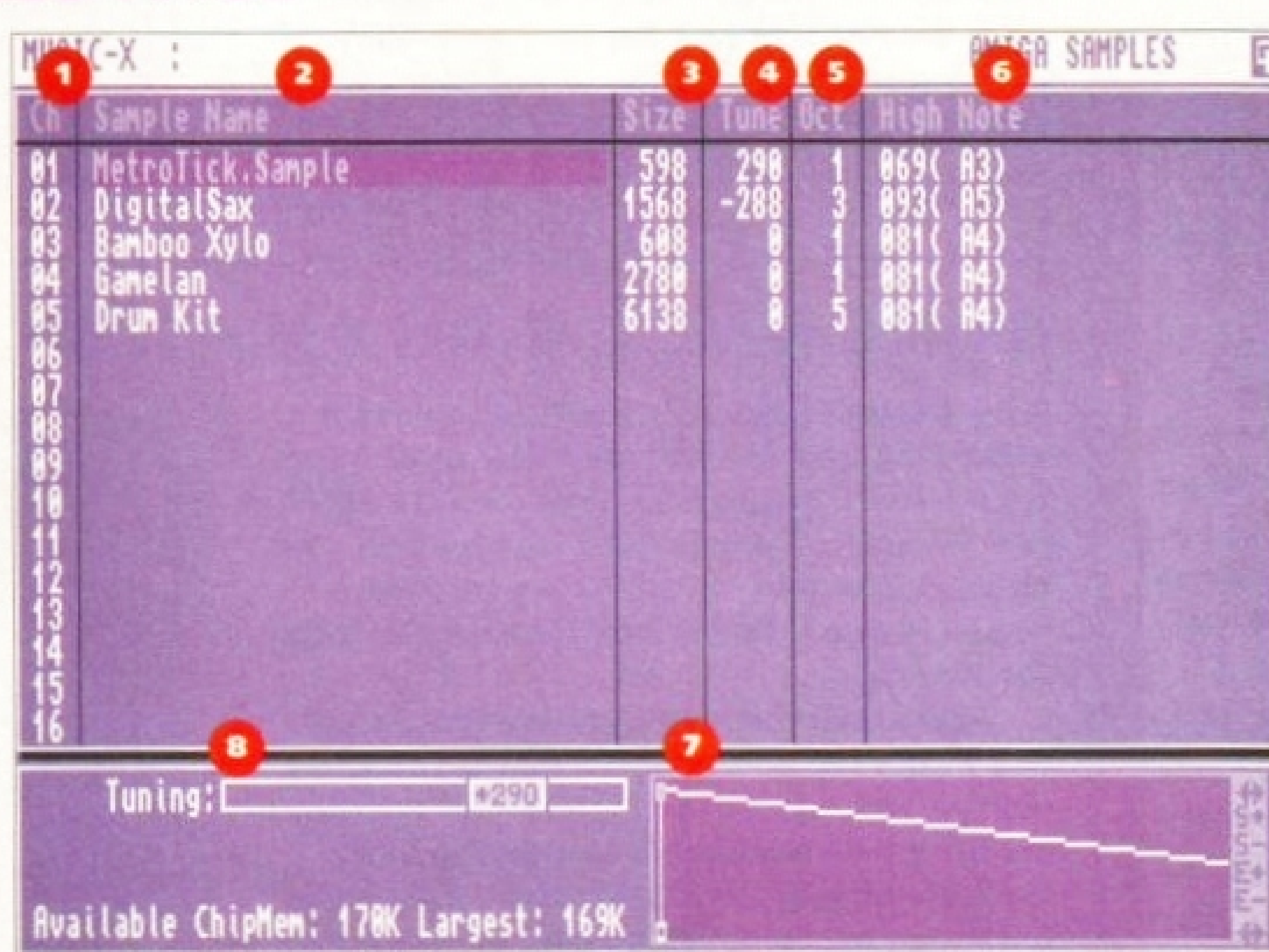
5 OCT: Shows the number of octaves a sample will play over. To play over multiple octaves you usually need several versions of a sample at different frequencies (multi-octave samples).

6 HIGH NOTE: Shows the highest note that the sample can play. The number is the MIDI note value of the note.

7 ENVELOPE EDIT WINDOW: Here you can alter the ADSR (Attack, Decay, Sustain and Release) envelope of the sample. Attack is how quickly the sound builds, Decay is how it drops away after first being triggered. Sustain is how loud the sample plays when held. Release is how quickly it dies away. To move points, just click and hold the left button to drag them.

The top arrows scroll the envelope in the window so that you can view different parts of it. E+ and E- are used to add or delete stages (or 'Nodes') in an envelope (you can have up to 16 stages). S+ and S- move a darker Node through the envelope. This is the Sustain point and sets where in the sample the sustain section is to be. The bottom arrows are the Zoom arrows. Click on the left one to zoom out and the right to zoom in.

8 TUNING: Drag this slider to retune a sample (the higher the number, the higher the note will play at default).



FILE MENU

This is used for loading and saving samples and freeing up the sample memory.

LOAD SAMPLE: You can load either standard IFF or Sonix samples (Sonix samples are usually followed by .ss). Select the required option to load a sample. Note that when you first load a sample it may need to be tuned to get it to play.

SAVE IFF SAMPLE: When you have loaded your sample, you can tune and edit it then save the new file complete with all the new settings (the files are always saved as IFF). This is particularly useful for pre-tuning the instruments or if you want to convert Sonix sounds into IFF.

FREE SAMPLE: Deletes the selected sample from memory.

FREE LARGEST OCTAVE: Some samples are multi-octave sounds, which means that they have separate samples for each octave.

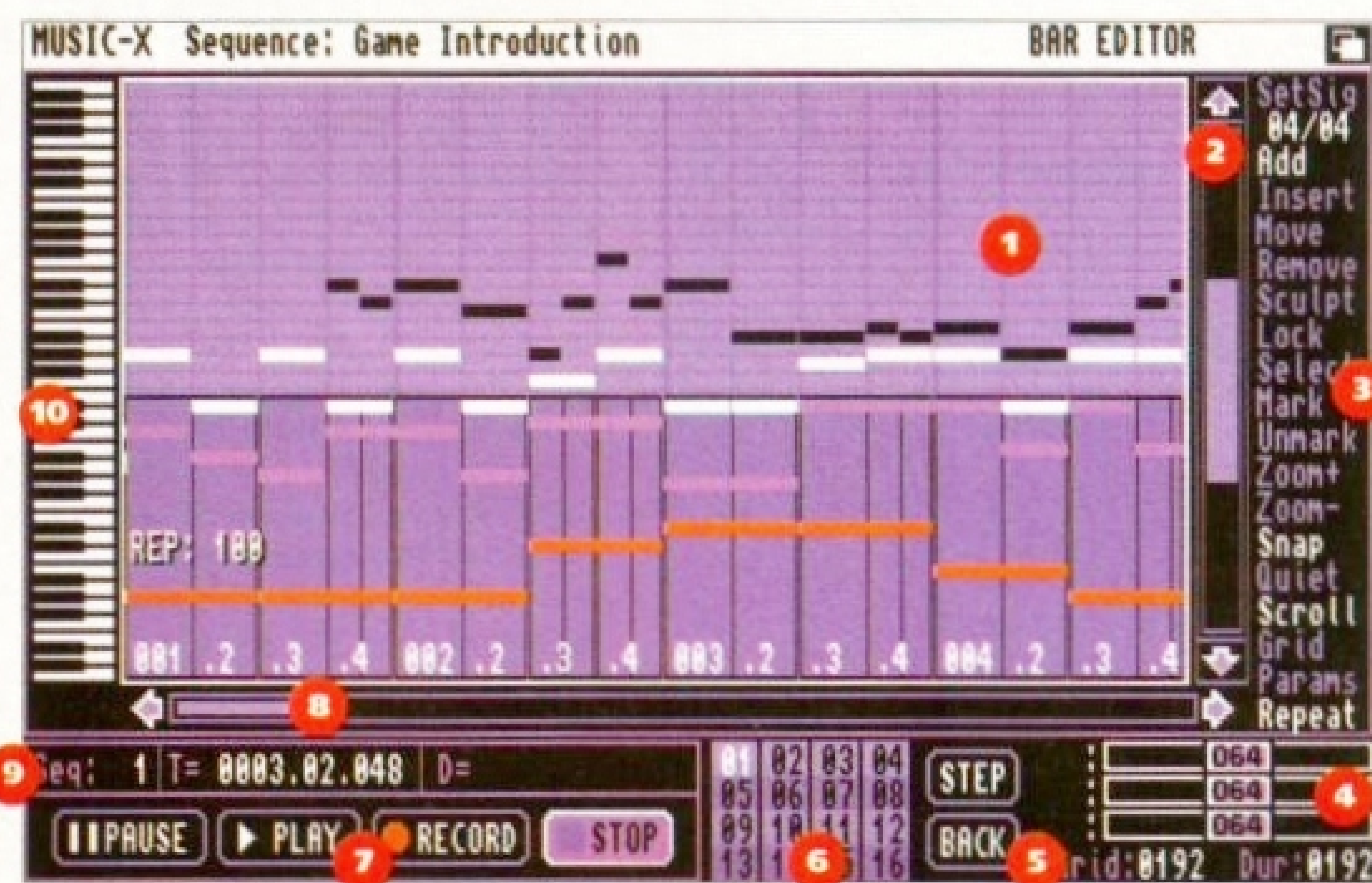
However, this tends to take up quite a lot of memory, so you can limit the number of octaves used by selecting this option. This will delete the data for the octave that is taking up the most memory to play the current sample.

OPTIONS MENU

There's only one option here - Audio Filter. This turns the internal Amiga audio filter on or off (shown by the Amiga's power LED being bright or dim). The audio filter slightly muffles the sound, which can get rid of hiss but can also sound a bit crappy.

THE EDIT PAGE

Most of the work carried out in Music-X will be done on this section – the Edit page. There are two edit screens: the Bar Editor which shows data in a graphical format, and the Event Editor which shows data as MIDI messages and numbers (used for more precise detail editing). On the Bar Editor, you carry out changes using the mouse. With the Event Editor you actually type the data into the exact location.



1 PIANO ROLL GRID - All the sequencer data is displayed and edited here

2 SCALE SLIDER - Move this up and down to view higher or lower notes.

3 TOOL LIST - These are the commands that can be used on the edit screen. See the additional box to find out how each one works.

4 VALUE SLIDERS - These enable you to edit the attributes of the selected event. For notes, these sliders show tuning (NT), attack velocity (AVL) and release velocity (RVL), but the data types change depending on what type of event is selected. It's pretty simple to operate though. Under these the current step size and note duration settings are shown.

5 STEP/BACK - These are used for entering notes in Step Time. To record in Step Time, click on Pause then Record. Now hold the note on your MIDI keyboard that you want to play and click on Step to move the time forward by the amount set in the Grid window. Release the note to enter and end it. If you make a mistake, clicking on Back will erase the last note recorded and move back one step.

6 CHANNEL SELECTOR - Click on the number of the required MIDI or Sample channel to enter data on that channel. Also converts any selected events to the channel clicked on.

7 TRANSPORT CONTROLS - Work in the same way as the Transport Controls on the main Sequencer screen, except that you can enter in Step Time by clicking on Pause then on Record and using the step and back controls.

8 TIME SLIDER - Move this left or right to move through a sequence.

9 INFO BAR - Shows the number of the currently selected sequence, the time position of the pointer or currently selected note and the duration of the currently selected note.

10 PIANO KEYBOARD - This shows the scale of notes to be played. The notes on the main Piano roll editing area correspond to these keyboard notes.

FILE MENU

This is used for loading and saving sequences, storing or deleting data and selecting a new sequence.
LOAD/SAVE: Used for loading and saving the data in the current sequence.
NEW: Clears the current sequence.
SELECT: Moves to another sequence. Make sure you store any changes in the current sequence first!
STORE: Stores the current sequence in the position chosen from the window.
RECALL: Reverts to the previously stored state of the sequence (that is before you last entered the edit screen).
EXIT: Leaves the sequence. You will be asked if you want to discard or store the current edits, hold them in the edit buffer or stay here and edit some more.

EDIT MENU

Here you can choose the edit method.
BAR: Chooses the graphical piano roll editing screen.
EVENT: Chooses the text-edit display.
AUTO STEP: Automatically steps forward when recording in step time. The clock will advance when you release the played key rather than having to press the STEP button.

OPTIONS MENU

This holds the edit screen functions.
FEEDBACK: Selects whether to play Amiga Samples or MIDI data when entering or moving notes around.
OUTPUT: Selects whether to play the sequence using Amiga Samples or MIDI.
CUT/COPY/DELETE/PASTE: Your usual clipboard editing functions.
SELECT ALL: Selects all the events in the sequence.
SHOW CLIP: Displays the current contents of the clipboard. Click the left mouse button to exit.

DISPLAY MENU

Lets you decide what data is to be shown on screen. Just select an option so that it is highlighted and that type of info will be shown. To view MIDI Controller messages (such as Volume change) select View Controllers and choose the number of the controller you wish to view.

MODULES MENU

This is where special editing operations are held.
QUANTIZE: This is used for correcting time errors that you played in while recording. When selected it calls up the Quantizer control panel. The Threshold settings determine which events will be corrected. Only events within the threshold marks will be moved. The Effect % setting determines how bang on the shifts will be. The other options enable you to choose what type of events to quantize.
SCALE VELOCITY: This enables you to scale the velocities of a group of notes by a set percentage. You can also introduce a random factor.
SCALE AFTERTOUCH: This works in the same way as the velocity scaler, but affects aftertouch data.
VELOCITY FLATTENER: This works in the same way as the Scale functions, except that you set the actual velocity levels rather than scaling the info already there.

EVENT PAGE

1 EVENT LIST - This is where all the MIDI event data is shown, with event number, the time of the event, the MIDI channel, the event type and the data corresponding to the event.

2 CHANNEL - Click on these to select the required channel for the currently selected event.

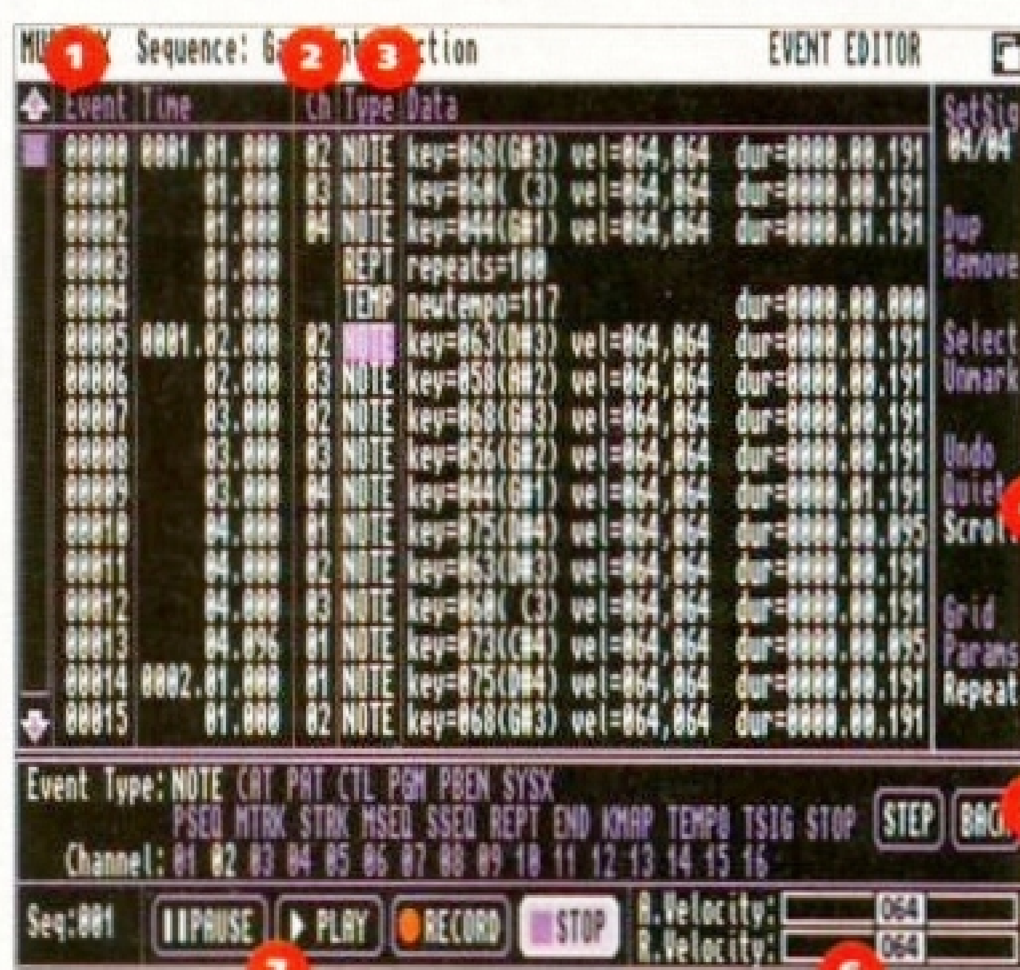
3 EVENT TYPES - Click on the required event type to change the selected event to that type.

4 TOOL LIST - The edit functions for the screen are shown here (see the box for more info).

5 STEP/BACK - These work in the same way as the step and back controls in the Bar Editor.

6 VALUE SLIDERS enable you to edit the attributes of the selected event. For notes, these sliders show Attack Velocity (AVL) and Release Velocity (RVL), but the data types change depending on what type of event you have selected.

7 TRANSPORT CONTROLS - These work in the same way as the controls on the Bar Editor.



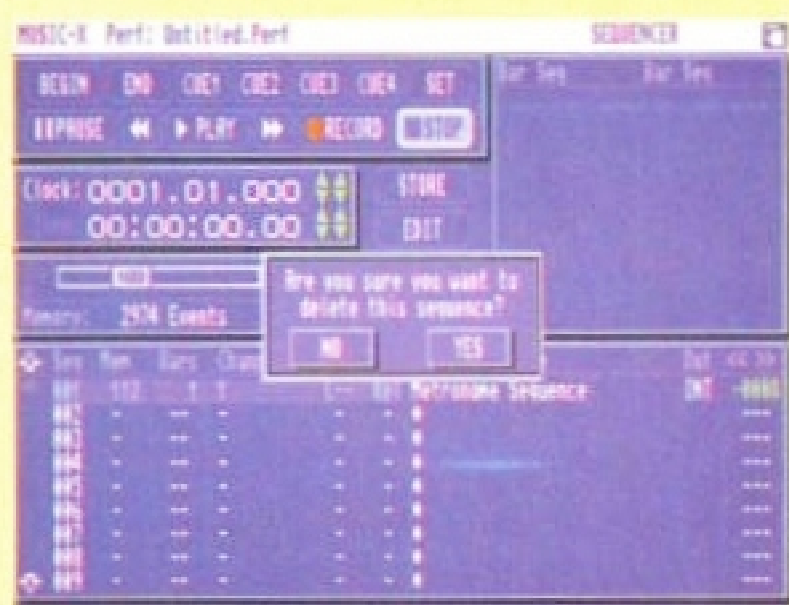
EDIT TOOLS

Here's what they do (Tools marked * are not in the Event Edit screen):
SETSIG: When you have Time Signature changes in a sequence, the bar and beat display lines may not correspond to the current time signature. Click on this to resize them.
TIME SIGNATURE DISPLAY: Shows the current time signature.
ADD*: Used for adding events in a sequence using the mouse. When you click on Add a window asks which type to add. Select, then click OK. To add new events in the Event editor, click on Dup to make a new copy of the selected event.
INSERT*: Works in the same way as the Add function, except that the end point is advanced by the duration of any notes you add.
MOVE*: Used for dragging events around with the mouse like you do in Add and Insert mode, except that you can't enter new data.
REMOVE: Causes any events clicked on to be deleted from a sequence.
SCULPT*: Enables you to drag the mouse across the screen and draw the settings of controller information required. A window will ask what kind of data you want to edit.
LOCK*: Enables you to 'lock' MIDI channels. To do this, click on the number in the block at the bottom of the screen. Click on it again to unlock it or select Bar or Event from the Edit menu to unlock all channels.
SELECT: Lets you select a group of events by binding them in a box (just click on them in Event edit). These will remain selected until you unmark them or enter another mode.
MARK*: Works like Select except that you drag a horizontal select area across the screen to set start and end mark points.
UNMARK: Deselects any selected events.
ZOOM+/ZOOM-*: Zooms in or out of the display.
SNAP*: Restricts and moves, additions, and paste operations to the settings in the Grid window. This also allows you to move and resize notes using the cursor keys. Use the cursors to move, and shift with left and right to resize them by the current grid and duration amounts.
QUIET: Stops the audible feedback that occurs when notes are dragged around the screen.
SCROLL: When selected, this causes the screen to scroll to keep the play position marker on screen.
GRID: Calls up a window for setting the grid snap and note durations. Set the values by using the sliders or by clicking on the type of note to use.
PARAMS: Enables you to edit the playback parameters. To change tempo use the slider. Change the time sig the same way as on the main sequencer page. Click on Enable Sync to enable the edit page to use the sync settings on the main sequencer page. Play in context plays the sequence back with the others, delaying the start of it by the amount in the Start slider. Remap T/S maps the selected time sig to the music data already produced, rather than adding or subtracting beats to get the bars to the right length.
REPEAT: Causes the sequence to repeat from the beginning when the yellow end marker is reached. Useful for looping sequences.
UNDO (Event edit only): Returns the current event to its original state, unless you move the cursor away, which in effect confirms the edits.

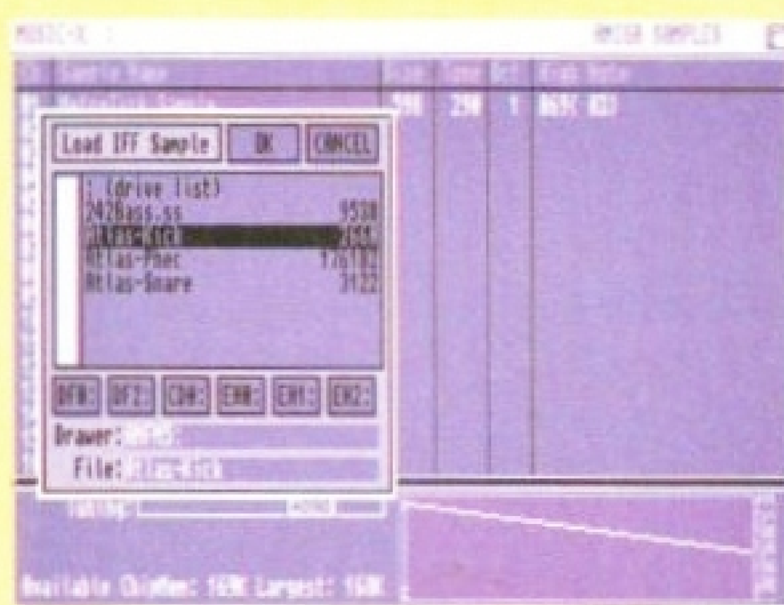
Continued overleaf ☛

CREATING A SONG USING SAMPLES

This tutorial shows you the basics of how to create a song with Music-X using internal samples. You will need some samples on disk (either in IFF or Sonix format), covering kick drum, snare drum, bass and melody sounds.



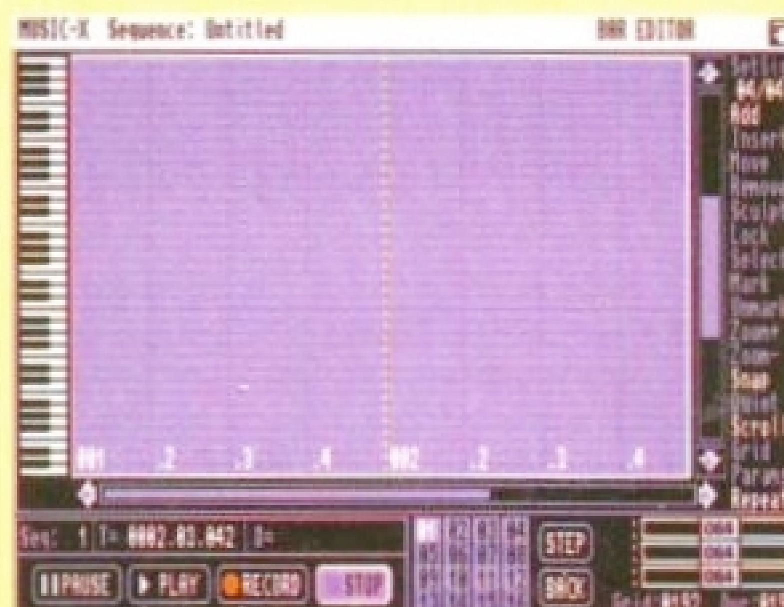
1 Load up *Music-X* and select the Metronome Sequence. Click on the Delete button to erase the sequence. You will now have a clean palette to start creating a song.



2 Go to the Mode menu and select Amiga Samples. Click on Metrotick.Sample and select Load Sample from the File menu, choosing the required format of your kick drum sample. When the file requester pops up, swap the *Music-X* disk in the drive for your sample disk and click on DF0: (hard drive users should select the required partition). If the sample is in a drawer, double click on a drawer to open it then double click on the sample to load it.



3 Press C on the keyboard to hear the sample. If it's out of tune (or won't play) then drag the Tuning slider so that it sounds right. If the sound cuts off too soon, then drag the last point on the envelope window to the right. When you're happy with the sample (pressing C to check) click on the next channel in the list. Load up your sounds in the following order: Ch2 - snare drum, Ch3 - bass, Ch4, melody.



4 Go to the Mode menu and select Sequencer. Click on the first sequence in the list and click on the Edit button to bring up the bar editor. Go to the right of the screen and click on Zoom+ a couple of times to zoom in on the display. Now we need to set the grid up so that we can enter 16th notes.



5 Click on Grid in the right hand panel and choose the symbol shown on the picture for both Grid Size and Duration. The numbers should both read 48 on the sliders. When you've done this click on OK to exit the window.

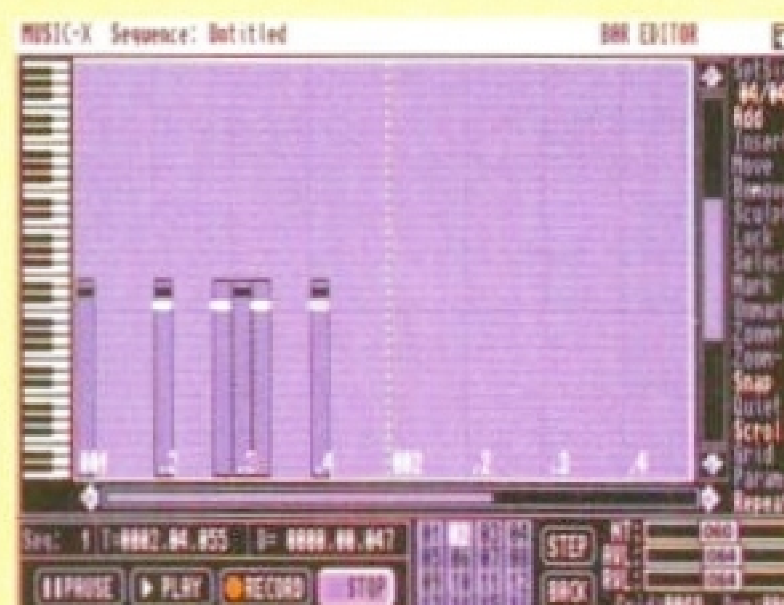


6 Now we need to set up the editor so that the output plays from the Amiga rather than MIDI. Go to the Options menu and set both Feedback and Output to Amiga (they should both be checked). Add Notes mode should already be selected, but check this by clicking on Add in the right hand panel, then click on Notes and OK.

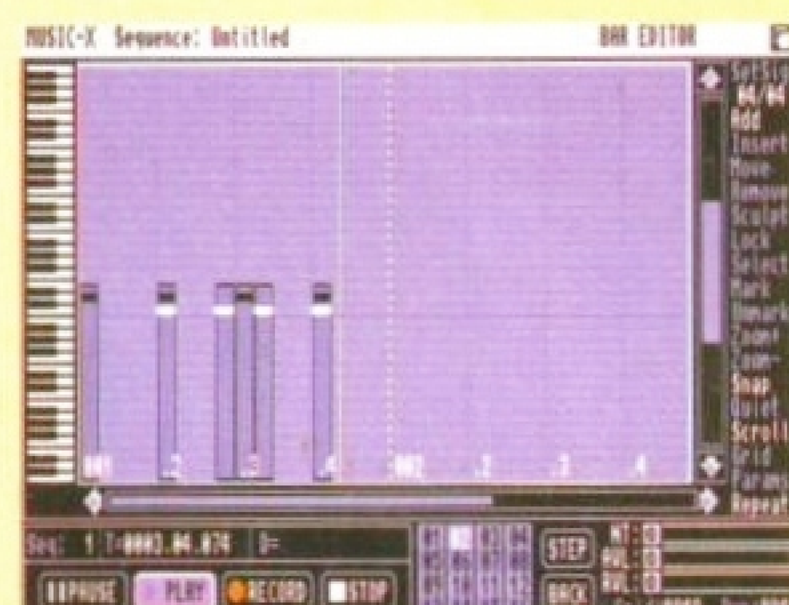


7 Move to the left of the Grid Edit window and hold down the left button so that a note appears on screen and you hear your kick drum.

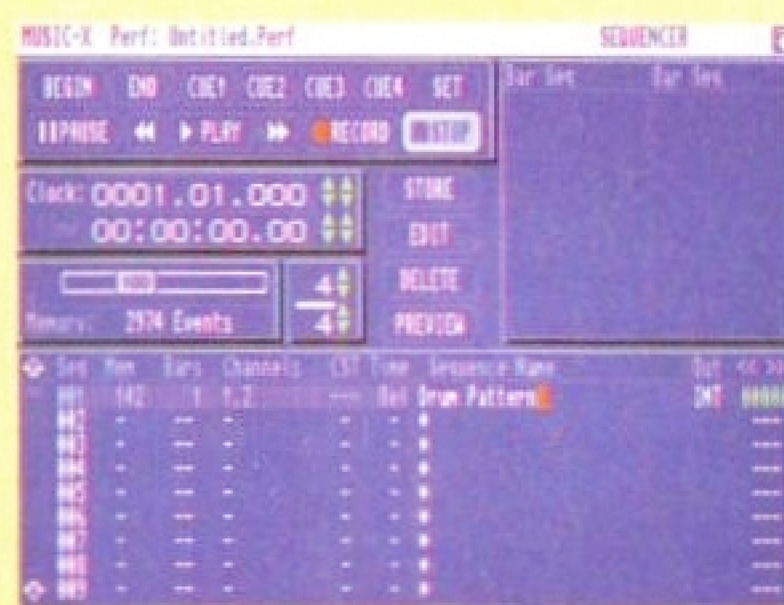
Drag it up and down until the tuning sounds right, then release the mouse button. Enter three more beats on the other beats of the bar (next to the solid lines) to create a 4/4 kick pattern.



8 Now we're ready to enter the snare beats. Click on 02 in the box at the bottom of the screen to select channel two (which should be the snare sound if you've followed the instructions). Go to beat .2 and hold down the left button. Again, tune the sample by dragging up or down until it sounds right, then let go. Place more snare beats at the same tuning at the positions shown on the picture.



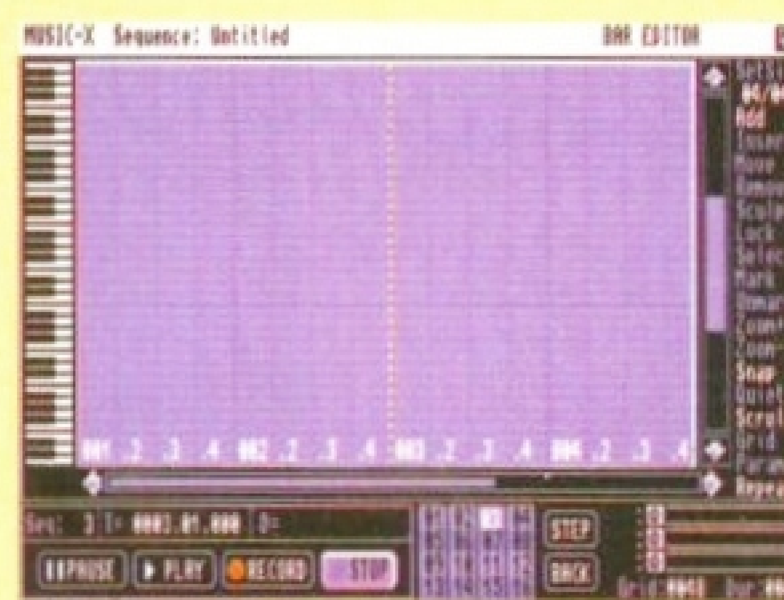
9 Click on Zoom- to zoom out a little and make sure the end marker (the yellow line) is on the first beat of bar two (on the solid line next to 002). Make sure Repeat is highlighted at the bottom of the column on the right and click on Play in the transport panel to hear your drum sequence. Good, isn't it? Click on Stop when you're chuffed enough.



10 Go to the File menu and select Exit. A requester will pop up telling you that you've changed the sequence. Click on Store to store the data in the sequence and return to the Sequencer page. Click on the Sequence Name section of the list next to your sequence, delete the word Untitled and enter the name Drum Pattern, then press Return.



11 Now we want a pattern that is just kick drums, so go to the Options menu and select Extract Sequence. A window will pop up asking you what you want to extract, so click on 01 and then OK. Select the second sequence in the list and click on Store to store the extracted data. When the data has been stored, rename the sequence Kick Drums.



12 Now we want to create a bassline. Go to sequence three in the list and click on Edit. Again, make sure that the Feedback and Output are set to Amiga. Click on channel 03 at the bottom of the screen to select your bass sound. Click on Zoom- to zoom out once and drag the yellow end marker to the beginning of bar three (003). That should give us enough room to work with.



13 Enter a two-bar bassline by dropping notes in the right place using the right mouse button and dragging them to the right spot. If you can't think of one then just copy the one in the picture. If you make a mistake, then select the incorrect note, hold down the right Amiga key and press D to delete it. When you've finished, select Exit from the File menu and click on Store. Name the sequence Bassline.



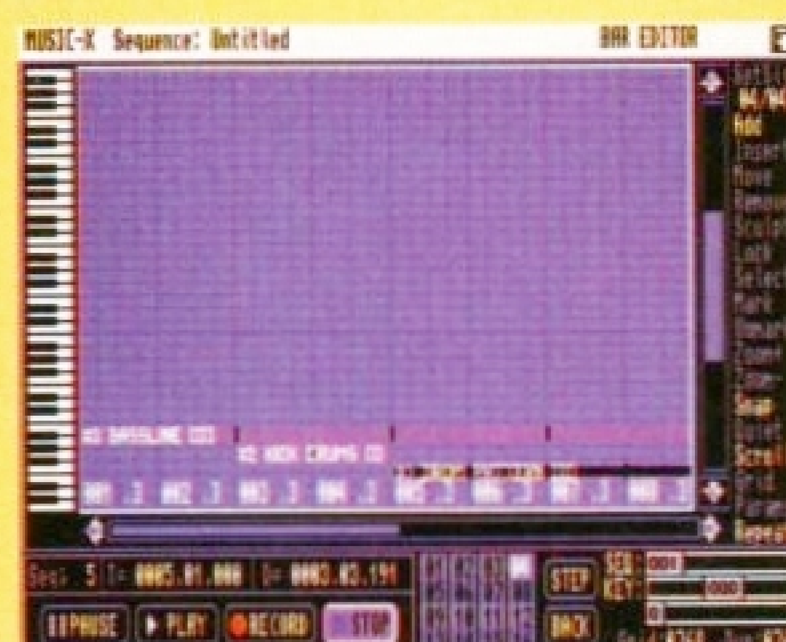
14 Time for the melody. Select the next sequence and click on Edit. Set the Feedback and Output to Amiga and click on channel 04. In the same way as the bassline, enter the notes in the picture and move the end marker to bar 003. A couple of the notes may look too short, so stretch them – select the long gap after a note, hold down Shift and press the right cursor button once. When the sequence looks like the one left, you can play it back to check it.



15 When you've finished, select Exit from the File menu, click on STORE and name the sequence Melody. Now it's time to construct the whole thing into a song. Select the next sequence and click on Edit. Go to the Grid option on the right and set the Grid Size and Duration to the maximum values by moving both sliders all the way to the right (they should both read 768).



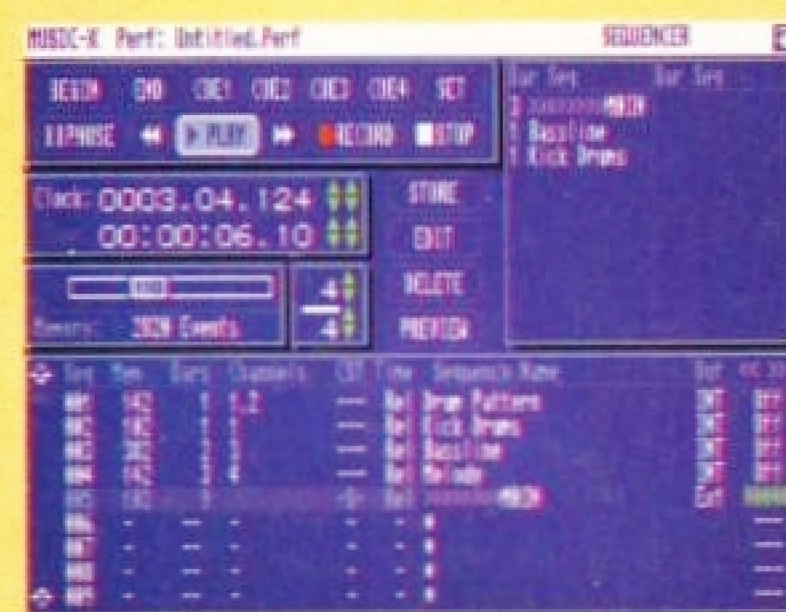
16 Click on Add then select Play Sequence and OK. Click on Zoom- until you can see eight bars on screen. Go to the left of the main display and enter a bar sequence by pressing the left button. We want to change this to the bass sequence, so press the cursor up key until it reads "#3 Bassline". Hold down the Shift key and press the right cursor seven times to get an eight-bar bassline.



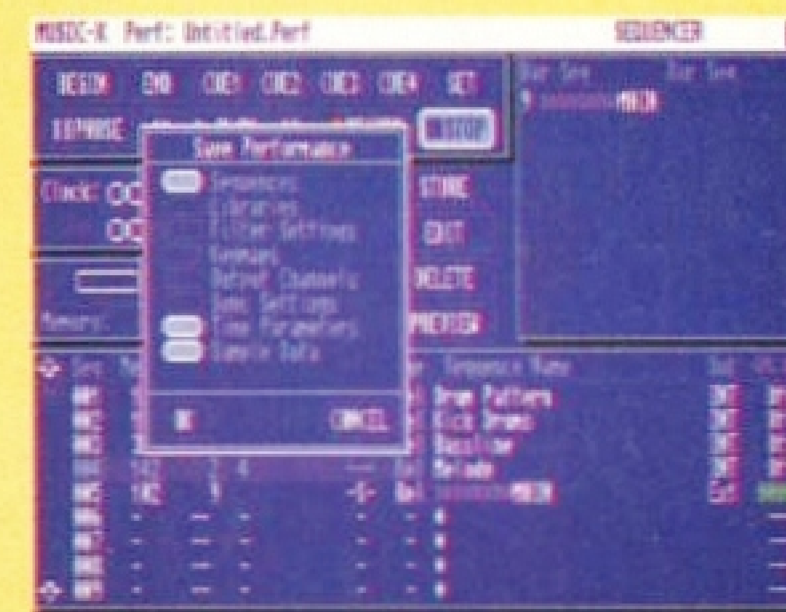
17 Add a new sequence by clicking the mouse button and press the down cursor until it reads "#2 Kick Drums". Use the left and right cursor keys (without shift) to move it to bar 003 and stretch it using right cursor and shift until it is two bars long. Add a new sequence and change it to "#1 Drum Pattern", then move it to just after the kick drum sequence and stretch it to the end of the bassline.



18 Repeat this process for the melody line (so that it starts and ends in the same places as the drum pattern). Move the end marker past the end of the track (it's best to have a gap) then select Exit from the File menu and click on Store. Rename the sequence something that stands out (I tend to use ">>>>>>>MAIN").



19 Click on the <<>> column for all the sequences apart from the latest main sequence so that they read "Off" (the Main sequence should read "00000"). Now click on Play to hear your finished song. How's that for your first masterpiece? If you want to change the speed a bit, just move the Tempo slider until it sounds good. Oops! Better save it before anything happens.



20 Select Save Performance from the File menu to call up the save options. Click on the markers so that only Sequences, Time Parameters and Sample Data are lit up. Hit OK to call up the save requester and choose the disk and drawer you wish to save on to (using the same method as loading samples). Enter a filename for your sequence and click on OK to save.

RECORDING MIDI INFORMATION

This is a brief description of how to record data into Music-X from a MIDI keyboard.









1 Plug your MIDI keyboard in as described in the instructions and load up *Music-X*. Select the Metronome Sequence and click on Edit to go to the edit screen. Click on the first of the four click notes and press the up cursor two or three times to move it up. Select Exit from the File menu and click on Store to store the changes. This will make it easier to hear the bar changes in the metronome.

2 Click on the second sequence in the list then click on record. Get ready to start playing then click on go. After a two bar count-in, start playing along with the metronome until you've got your tune in. Click on Stop then click on Store to store it in the recorded data in the second sequence (unless you're not happy, in which case you should repeat the recording process again.

3 Click on Edit to call up the edit window and press Play to hear your tune. If the timing is a bit astray, select Quantize from the Modules menu, set the thresholds, click on All, then on Quantize to correct it. You can also use the Move and Sculpt tools to change notes and control data if you wish. Select Exit from the File menu and click on STORE to store the sequence. Enter a new name on the sequencer list.

4 That's all there is to it really. You can now record more tracks in the same way or via the Edit window if you prefer (this works in pretty much the same way). When you come to save your performance, all you need to have selected is Sequences and Time Parameters (for the tempo). That's it. With these two tutorials mastered you should now be able to create your own masterpieces.



TOTAL CARNAGE



Bare-chested and bedecked in advanced weaponry, your task is simple. Wander the battlefield causing *Total Carnage*.

Liberate the land of Kookistan in our exclusive level from the Alpha Mission in ICE's latest guntastic shoot-em-up.

Total Carnage eh? Not another cute'n' fluffy platform demo, I hear you cry. Well no. This is more a tale of heinous dictatorship in the land of Kookistan from ICE's latest fab shoot-em-up.

The rather unlikely-sounding General Myron Farley Akhboob has recently been relieved of his position at the Kookistan Burger Barn and Bait Shop and, despite the queue for his services, he has decided to severely damage the world instead. Retribution and all that – you know how it is. Apparently, he wasn't too happy about all the forms he had to fill in before he could sign on. Anyway, if the army is assembled, let the destruction commence.

The General's forces are assembled in, wait for it, a Baby Milk Factory ("eeh, you sometimes wonder who thinks these things up") – but you don't get to kill any babies, of course. We certainly wouldn't have anything like that on our Coverdisk. Look out next month for our exclusive demo, *Big Dragonwolf Eats the Little People on Tuesdays*.

The idea is simply to shoot everything in sight, without feeling, picking up a variety of fearsome weapons and other helpful items along the way including grenade and rocket launchers, flame throwers and rather smart spray-fire rifles. And look out for Dog Tags, they give you an extra life. Oh yeah, and pick up the blue Mines scattered around – to use one, press the Alt key once to lay it, and it will explode shortly afterwards.

There are folk to rescue too and tanks to blow away. Our exclusive level is part of the Alpha Mission – the full version has four missions in all.

Starting with a toilet standard rifle, within seconds, you're surrounded by enemy soldiers who set upon you, beating you senseless in the process. Tactical Tip One – keep moving. You are a fraction faster than them, but their sheer numbers mean they overpower you within seconds.

Tactical Tip Two – grab whatever weapons you can; they only last a few seconds but they buy you time. Avoid the mines at all times; not only do they look very similar to those beep-and-repeat games from the early eighties called Simons, they also kill you.

Tactical Tip Three – there are holes scattered around all over the place and if you're a bit canny, you can lure enemy soldiers, lemming-fashion into them. So get to it!

POWER-UPS



SPRAY-FIRE RIFLE – rapid 90 degree fire.



ROCKET LAUNCHER – launches rockets.



PLASMA GUN – better than bullets.



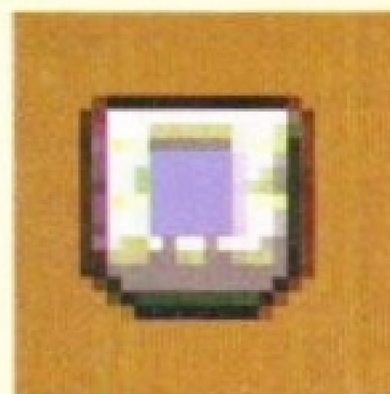
FLAME THROWER – great balls of fire.



DOG TAG – collect for an extra life.



KEYS – the key to getting into places.



MINES – press the Alt key to lay.



HOLES – lure the enemy into them.



Keep firing at the tank and it will eventually disappear. Then walk over the hostages (TV crew) to rescue them.

DOZER

Dozer is almost *Jurassic Park* in an ancient fortress. Yes, here's an increasingly rare opportunity to operate a bulldozer within the confines of a castle. Damn that meddling National Trust. Anyway, the aim of the game is to return a red Spinosaurus (probably very similar to the one in *Jurassic Park*), who travels under the name of Mon, to his cage using the Dozer – and a liberal sprinkling of 'the little grey cells', of course.

Mon always follows the walls and the idea is to push blocks into his path thus manoeuvring the recently-returned-from-extinction red fellow towards his cage. But be careful not to push the block on top of him – squashing the poor bloke is strictly against castle rules. So there. If *Pacman* was a bulldozer and he lived in a castle, but never ate anything... Erm, well it would be a bit like that. You get the idea. Sounds simple enough doesn't it? Mind, everyone in the *AF* office is now bald due to having to resort to prolonged bouts of extensive pulling-out-of-the-hair activity.

There are 10 levels of returning-the-dinosaur-to-his-cage action to tackle in this exclusive PD demo (and there are 100 levels in the full game as well as special endgame levels), and you can access any one you wish. Each level has a password – collect the lot and hey presto!, you've ensured Mon's extinction for years. Hurrah!

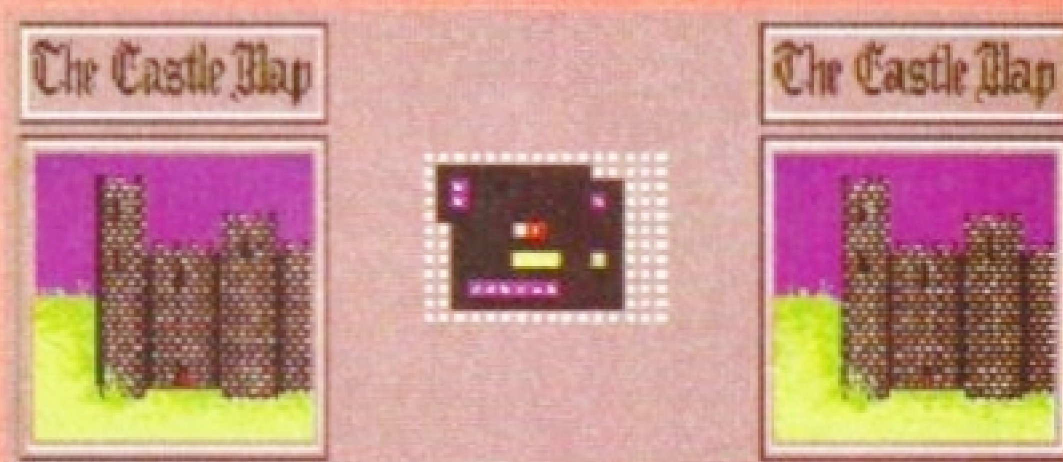
You can use either the keyboard or a joystick, and for your edification, there is a Turbo mode and a map to hand. Enjoy, bald people.



Perched atop a building block, Mon the spinosaurus looks a bit of a cutie. But don't be fooled, for behind the smile lies a devilish persistence to squash everything.



The aim is to lure the prehistoric prankster into the cage by moving the block adjacent to wall and cage.



Dozer can become quite stressful so if you get stuck on one level for a long time, access the map and look at castles.

KEYBOARD MOVES

Z = move
X = right
/ = down
= up
Enter or help = store current position
Esc = quit level
Space = activate/deactivate turbo mode
S = speed up Mon
M = display map

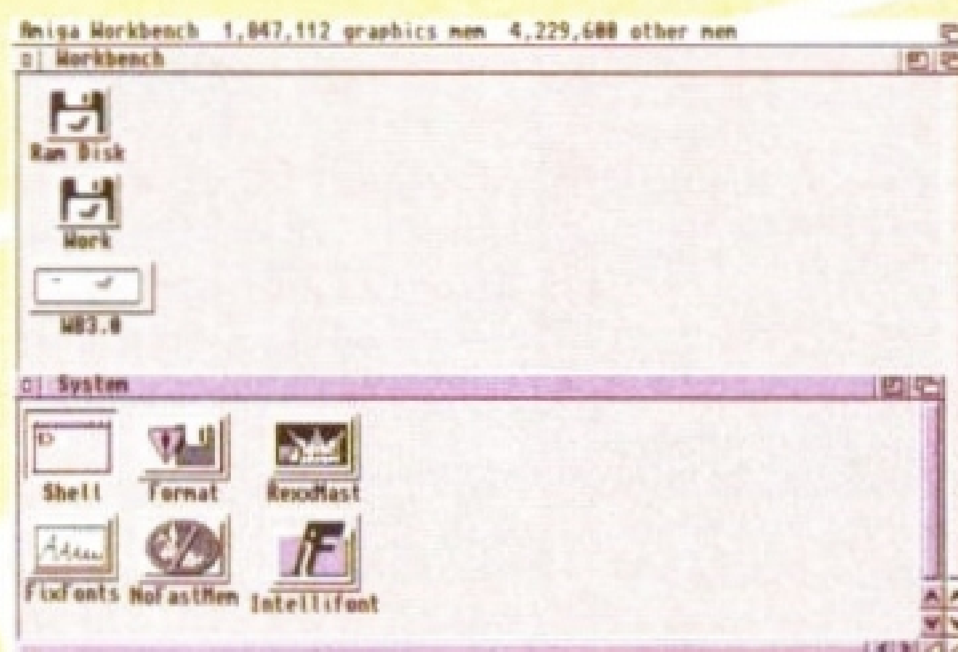
BACKING UP YOUR DISK

Copying your Coverdisk is simple. Just follow this easy process...

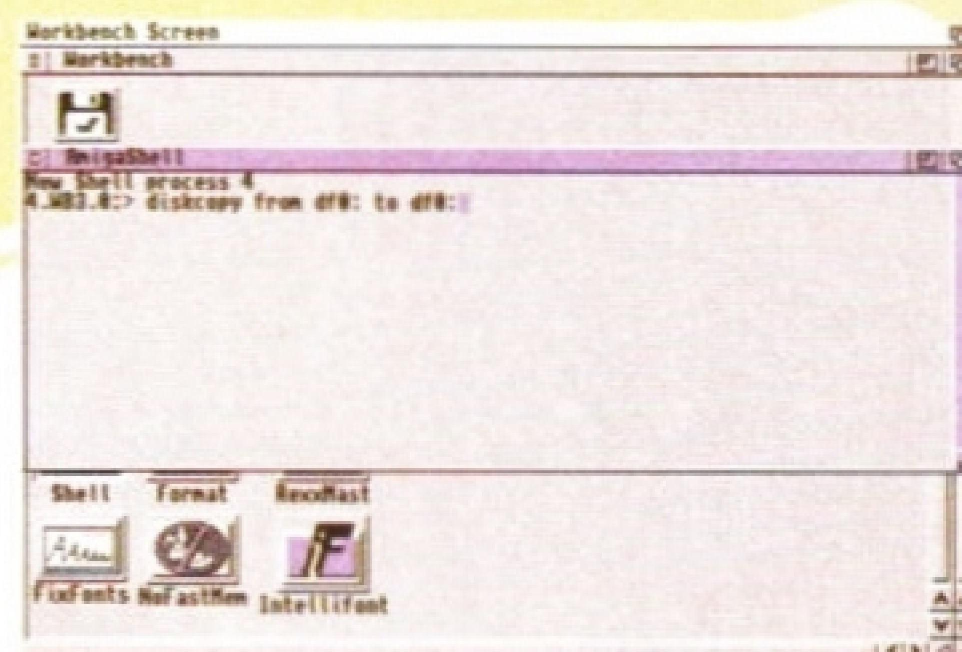
DISK NOT WORKING

We give birth to a truck load of disks every month, so you can imagine a few will turn out bad. Sad, but true. So if you are the unfortunate parent of a problem disk, send it back, including an SAE for a free replacement to:

Amiga Format April Disk
Discopy Labs Ltd
PO Box 21, Daventry, NN1 5BU

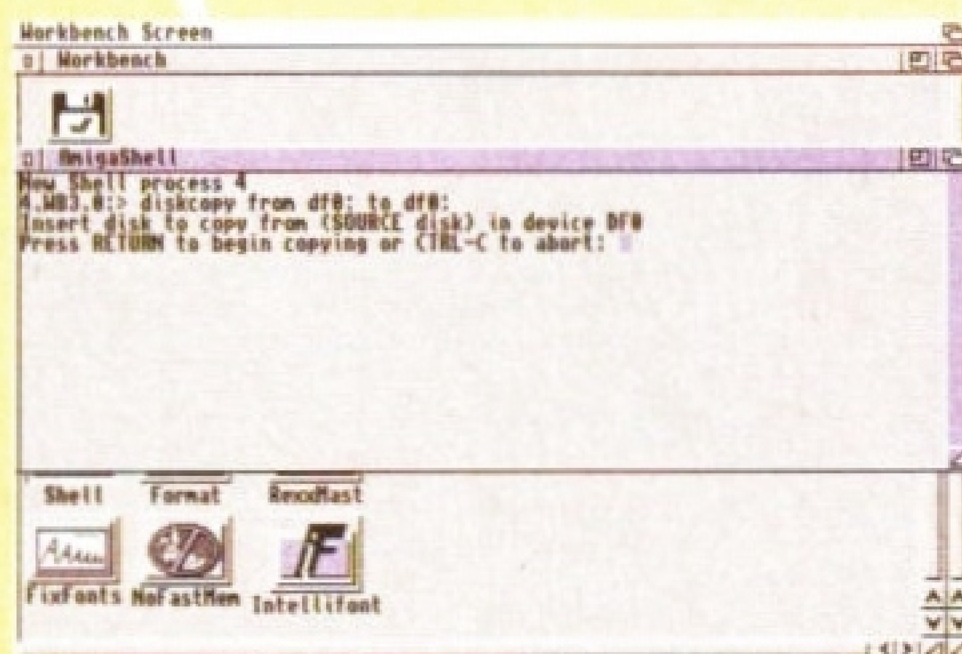


1 Boot up with your Workbench disk, and find the icon called Shell, which should be in your system drawer. Double-click on this to go into the Shell.

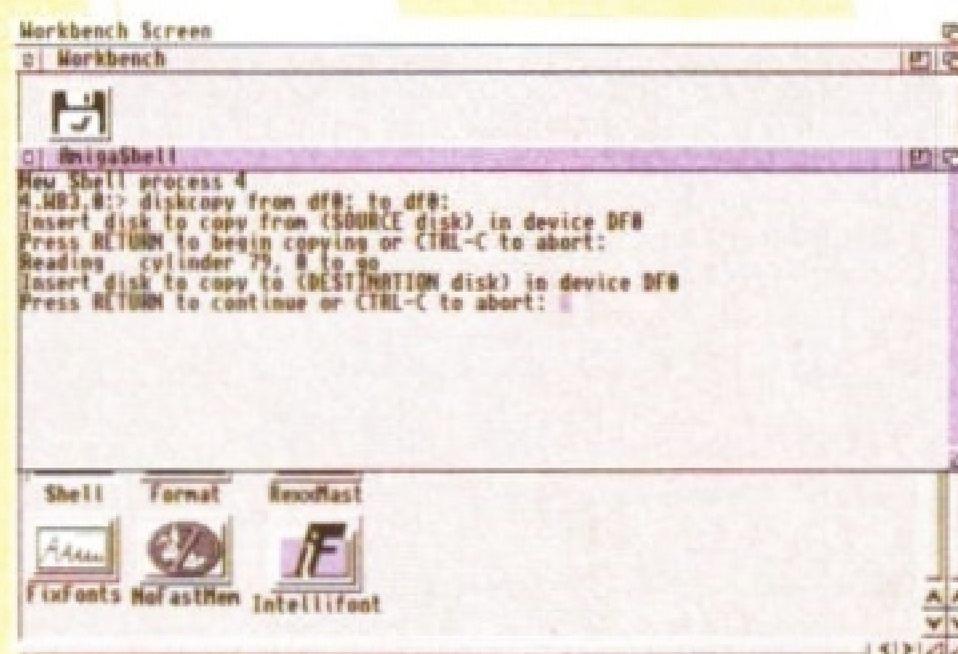


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

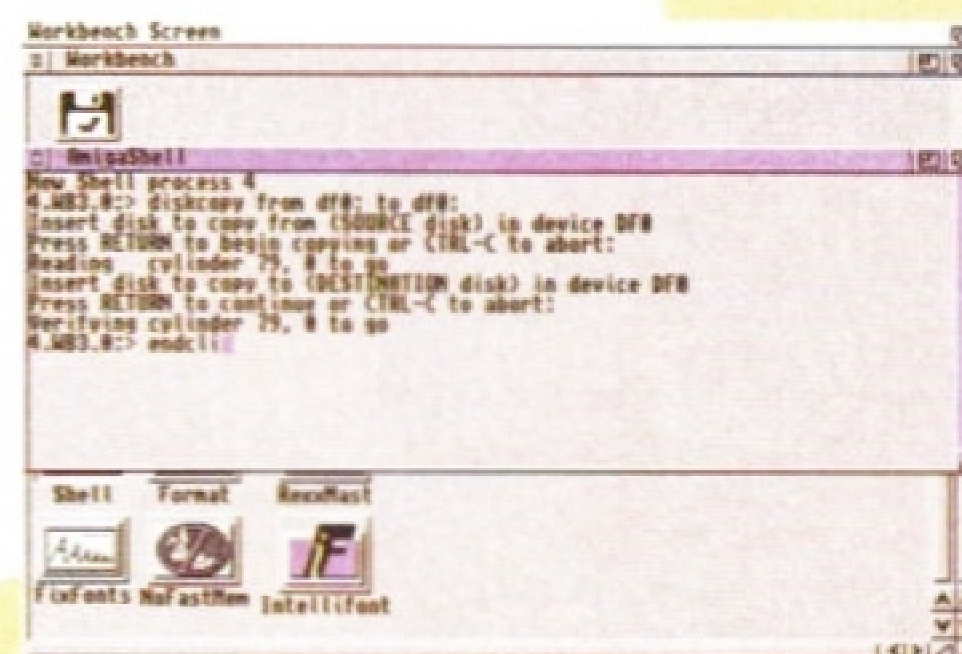
```
DISKCOPY FROM DF0: TO DF0:
```



3 When you are asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once it has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

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NEWS

A1200 BU -THE BES

Commodore are to go one step better than Desktop Dynamite with their summer A1200 bundle.

Last autumn's Desktop Dynamite bundle was widely hailed as the best ever, but Commodore have worked hard since its release to assemble an even better pack. "Every time we do a bundle the objective is to do better than the last," says Commodore MD David Pleasance. "The Desktop Dynamite is a hard one to beat, but I know that we've done it with this new pack."

Pleasance also says that Commodore intend to return to the 'two bundles per year' system they operated several years ago. It was Pleasance himself who revolutionised UK computer retailing with the launch of the A500 Batman pack in 1989. The quality of bundles since then has been variable, but Pleasance's return to the UK company last year saw a change for the better.

On sale in early April, the Computer Combat pack has fulfilled their aim. Both *Wordworth2 AGA* and *Digita Print Manager* are retained from the Desktop Dynamite bundle, but all the other software has changed. A new addition is *Day by Day*, a desktop organiser, also from Digita. But the most stunning item is *Personal Paint 4*, which replaces *Deluxe Paint* after six years as part of the package.


Personal Paint 4 now replaces *Deluxe Paint* in the new A1200 bundle, complete with a re-write to support HAM.

A quick flick to page 110 of this issue will see *Personal Paint 4* getting a kicking for its lack of HAM support. Cognescent of

NEWTEK six split

Paul Montgomery, vice president and co-founder of Newtek and five other members of staff have left the company, including Kiki Stockhammer, Daniel Kaye, marketing director Mark Randall and programmers Steve Hartford and Ken Turcotte.

The six left on 4th February following several months of disagreements on the future direction for Newtek. Rumours also abound concerning the possibility that this disagreement was over whether Newtek should be producing a PC version of the Toaster, with the ex-employees favouring moving the Toaster to IBM compatibles.

A statement to dealers from Newtek president, Tim Jenison, said: "This has also been a time of reflection for others at Newtek. As a result Paul Montgomery and a small group of other Newtek employees have determined that their future lies in opportunities outside Newtek."

It is not yet clear what the ex-Newtek employees are planning to do, although it seems likely that they will work together. Although the loss of these staff is a severe blow to Newtek, one Newtek insider said: "This has really cleared the air as to what direction the company will go, which should work for the benefit of both groups."

The long awaited Screamer accelerator (which will greatly increase the rendering speed of the 3D program *Lightwave*) has also failed to appear yet. Newtek are deliberating over whether to put back the release date and use the Mips 4600, a more powerful accelerator chip than the one currently used in prototype models which are being tested by various graphics and animation companies.

Newtek are also still maintaining an official "no comment" on the possibility of a PAL Toaster, but they have recently announced that they will be bundling the Video Toaster with the new Passport 2000 from standards converter manufacturers Prime Image. This has been developed by Prime Image in co-operation with Newtek, and both companies will be exhibiting the combined system at future shows.

Prices have not been fixed, but you can expect to pay around £2,500 for the Toaster and £3,000 for the Passport 2000 standards converter. UK distributors for Prime Image products are Vortex: 081-579 2743.

SCAN THIS PRICE

Golden Image have dropped the price of their Alfascan system (as reviewed in *AF50*, 78%) to £135, including VAT. The system also includes the *Migraph Junior OCR* program, which can convert scanned text from an image into text which can be copied into a word processor.

For further information call Golden Image on 081-365 1102.


Golden Image's Alfascan – down in price.

POST YOUR MONTAGE

Innovision Technology have tried to address one of the main criticisms of their *Montage* Video titling program (as reviewed in *AF54*, 68%) by releasing a module for this program which allows the use of Postscript fonts in *Montage* instead of just the proprietary format the program uses.

This module will allow you to add attributes such as embossing, colour fills and translucency to any commercial or PD Postscript font, although you will have to pay around £200 for the privilege.

Innovision Technologies are on 0101 510 638 0800.

THE NAME OF THE GAME



Smash Telly obviously bears more than a passing resemblance to *Smash TV*, part of the Games One CD.

MultiMedia Machine have been forced by music magnates EMI to change the title of their CD^{32} games compilation, from *Now That's What I Call Games* to *Games One*. EMI, who already have a series of music CDs called *Now That's What I Call Music* claim to have the copyright on the title. MultiMedia Machine's John Blackburn says: "Basically, EMI have been bashing us with their lawyers. We don't think they've got the right to copyright the English language, but we can't afford to fight it in the courts, so it makes commercial sense just to go along with what they want."

The second and third games compilations will carry the names *Games 2* and *Games and Goodies*. The first CD will only change its name when it is repressed, the copies of *Now That's What I Call Games* already in the shops will remain the same.

HOW TO BE AN AMIGA

Buying goods from mail order can save you lots of money – provided, that is, you buy smartly and take just a few simple precautions. Take these 10 steps to safe buying and you will be sure of a bargain:

1) Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about delivery, returns of faulty equipment, postage and packaging.

2) Always read the small print on adverts.

3) Beware of companies that do not include their address on their adverts. Also, avoid companies which do not answer or return your calls.

4) Pay by credit card if possible. If you order goods of more than £100 in total value, you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5) If you're not paying by credit card, pay by cheque.

NDLE BEATER
T YET!



The double-sided Computer Combat pack shows off the best of both sides of the A1200 bundle.

that fact, Commodore asked Italian developers Cloanto to re-write the package to support the 262,000 colour mode. Lack of animation facilities, and slow load times still plague the package, but speed and image processing tools make it much more attractive than the increasingly creeky *Deluxe Paint 4*.

The entertainment side of the bundle features *Total Carnage* (see the demo on this month's Coverdisk C), the platformer *Brian the Lion* from Psygnosis, and *Zool 2*.

The novel concept of 'double siding' the pack's sleeve avoids conflict in depicting the contents, and allows retailers the chance to create separate displays to attract more serious, or games orientated buyers. RRP stays the same at £349.95, a bargain by any criteria. There has never been a better time to buy an A1200.

Big and removable

Fujitsu have released a new removable optical disk system which packs a rather pleasing 230 Megabytes on to a single cartridge.

The new M2512A is only one inch high, so it will fit into the same space as a hard drive, but it uses removable cartridges, so the potential storage space is only limited by the number of cartridges you can fit on your desk.

It has a SCSI-2 interface, and Fujitsu claim a data transfer rate of 2.1Mb per second. Various types of cartridges will be available, including read-only and read-and-write types.

Fujitsu are on 081-573 4444.

FORMAT SMART BUYER

Never send cash, and avoid using postal orders.

6) Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering on the phone, always check the price.

7) If you are sending a cheque keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

8) When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9) Always order from the most recent issue of *Amiga Format*.

10) If a problem does arise, contact the supplier in the first instance. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The telephone number is in the phone book.

Big C's seal of approval sets new high standards



Commodore have launched a 'Seal of Approval Scheme'. The scheme is part of the company's plan to re-assert their presence in the peripherals market, and to assure that quality peripherals are determinable from less high quality products.

Amiga manufacturers and publishers can apply to Commodore to have their products tested and given the official Commodore thumbs up.

Any item passing the rigorous demands of Commodore's new testing program will then be allowed to display the Commodore 'Seal of Approval' symbol (as pictured above) on their product's packaging and promotional material.

Manufacturers wishing to participate in the scheme should first contact Kieron Sumner at Commodore on 0628 770088.

NEWS brief

DEDICATED SERVICE

"It is my mission in life to serve the Amiga community," says Chris Bennett of Xposure Publications, and he aims to do this by providing a quality printing service for small businesses.

Running *Pagestream 2.2*, *Art Expressions* and *True Paint* on an A4000, Chris can provide newsletters, posters, menus, letter heads, booklets – if it's printable, he can probably do it! Call him on 061-443 2747.

GET CLUED UP

If you're the type of person who enters every competition you come across, but never actually wins anything, then Prodraw computer services have the program to get luck on your side.

Solver can give you the answers to your crossword clues and can even help you write winning slogans and tie-breakers, so if you've got £16.95 and you're feeling lucky, call 0825 766376.

LEARNING LINGO

LCL's already popular language courses have now been converted to include interactive real speech. *Micro French, German* and *English* use talking animations and games and music to teach users and teach up to GCSE standard. For prices call 0491 579345.

SCSI PRICE CUT

Power Computing have slashed the price of DKB's A4091 SCSI controller by £100. Reviewed on page 136 of this issue, the A4091 is now priced at £299. Contact Power on 0234 273000.

SOUND IT OUT

Amiga users who are into music should highlight Friday 22 to Sunday 24 April in their diaries for this year's MEMS Show at Wembley, London. For advanced bookings, call 0222 512128.

VISTA REVISITED

Amiga animators can lend a helping hand to Andy Soar, who plans to stage a large open air concert in Nottingham and needs animations to display with his compositions. You can ring Andy on 0476 65407.

WHEN WE SAID...

In last month's *Amiga Format* we reviewed the Videomaster AGA colour splitter and said it cost £49.95. It doesn't – it costs £69.95 when purchased separately. If you buy both VideoMaster and the colour splitter together, they will cost you £119.95. We should also point out that both products are manufactured and distributed by Hisoft, who are on 0525 718181.



THE tim Smith COLUMN

OK, so my last column was a wimp out. What I meant to say was: "Get your act together, Commodore."

For too many years we've had the best machine. IBM had the users with ùlcers, breakdowns and blue-suited stock-option speed freaking blowouts.

Anyway, give me a bridgeboard, and I can run PC software on my Amiga, if I want to, presuming that it isn't over-priced and under-powered and that I don't immediately consign it to the trashcan of failed, corporate nonsense.

Meanwhile the Mac has the cool-hippie aura, the windowing, Jobsian, flora and fauna. It's become the US's biggest selling PC simply because Apple brought its prices down to a level that we would still consider to be risible.

Give me an *Emplant* and I might forget, for a moment, the advantages of the Amiga over the Mac, such as *TVPaint*, *Wordworth*, IDE-driven cheap hard disks, and more.

BUT WE'VE HAD both the speed and the cool. What we need now is to enforce our superiority, to not feel guilty about it, to not feel inferior about it, but to start flashing it around.

We need to start screaming to the sad over-engrandised, over media-produced fly-boys, we need to say that we've had multitasking, we've had multimedia, we've had the best coders and demo writers, the least nerdishness and the least recognition. What we've had is the most cause for joy, triumphalism and smugness. *Now* what we want is the corporate back-up, so... "Get your act together Commodore!"

We've got FMV! Before 3DO, before CD-i, before any of them. We've had 030s, 040s, A1200s. We've had the heritage of the A500.

We've got Team 17, Sensible Software, Psygnosis, Peter Molyneux, GVP, Retina, Andy Braybrook, Geoff Crammond, and the list could go on.

But we've also got timorousness from the corporate nabobs; they appear to be either too frightened or too disbelieving of the success of THE AMIGA to take it further.

RJ Mical must be turning in his money, weeping into his whisky and fuming about the fact that his machine hasn't yet taken it, taken it all.

BUT FORGET THE cry of the corporate cud-sucking, money worrying bullshit. I've been surfing the Internet and my Amiga has been invaluable.

The Amiga should be our gateway to a world of discussion on topics that cover the spectrum of human experience, and bar room banter. We should feel the pleasure of the National Basketball Association, we should feel the vacuessness of my computer versus your computer, we should feel the agony of the Slavs and the Croats.

We can do this with our Amigas... and more. Now is the time for pride, now is time to stand up coldly, cooly and with calculation, and to explain to the sad ones – those who refuse to take a stance – that the code, the operating system, the commitment and the hope are all predefined. We have no need to justify, we have a need to be supported by the company that gave us our machine.

PHEW! Now for another whinge. This one's about The Internet. More importantly, it's about the fact that The Internet seems to comprise Mac and PC users.

Sure, *Amiga Format* recently got a mention on one of the major Net bibles, *Wired* - a magazine set up by its producers when the look-ahead, cutting-edge publishing community decided it was a little too interesting and maybe not quite profit-making enough – and rightfully so (*AF* still has some real attitude residing in it). But we can't let the Net become the sub-culture of PC-based techno-weenies. Let's get the Amiga in there now!

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

CD32'S Bundle of Joy

Not to be left out of Commodore's Summer promotions spectacular, the CD^{32} is also to be re-bundled. For the new pack, titled Spectacular Voyage, out goes the excellent *Diggers*, and the rather average *Wing Commander* and *Oscar*. Out too goes the appalling *Dangerous Streets*.

In their place comes *Microcosm* (see our rave review on page 56) and *Chaos Engine* (so new we haven't reviewed it yet, but there's a demo on our sister magazine *Amiga CD^{32}*). Commodore consider it very important that new CD^{32} users get to see what the machine is capable of. "*Microcosm* is the first product which really does justice to the machine," says Commodore's MD David Pleasance.

Rather than go through the expensive and time-consuming process of re-calling existing packs, Commodore are shipping dealers new sleeves and discs. This means that if you buy the original CD^{32} bundle from a shop that has been sent the new bundle you will get the original discs, plus Microcosm and Chaos Engine from the new bundle. Not bad, eh?



Taking you on a spectacular voyage – Commodore's new CD^{32} bundle packs in some great new surprises for games players.

More good news on the CD^{32} games front is that CD^{32} now has 50 titles, with over 200 in development. It also accounts for 38.6 per cent of all CD software sales, ahead of both MegaCD and PC CD-ROM, and with CD-i fourth position.

"Programmers have only scratched the surface of 32-bit CD technology," says David Pleasance. "The coming months will see even better games produced – and that can only increase the Amiga's hold on the charts."

DRIVING COMMODORE INSANE

Commodore's Maidenhead headquarters have been plagued with calls and letters asking why the A1200 with hard drive fitted does not include a hard drive manual. The answer is simple, according to MD David Pleasance: "Commodore does not supply A1200s with hard drives. In the UK hard drives are fitted by third parties."

So if you have an A1200 with HD, but no documentation, complain to your supplier. If they are fitting hard drives, it is up to them to supply instructions and formatting software. Enquire before you buy, and if they don't supply manuals, take your business elsewhere.

Turn to page 32 of this issue to find a feature on how to partition, name, and look after your hard drive. But don't forget, Ramiga International's *AmiBack+Tools* is on offer at a special price on page 108 of this issue and is a big help for anyone trying to maintain and use a hard drive.

DEMAND YOUR RIGHTS

After Tim Smith demanded a CD-ROM drive for A1200 owners in his column on last month's news pages, we have had a flood of letters of agreement. But don't tell us, tell David Pleasance.

Commodore have stated their inability to produce an FMV compatible A1200 CD drive, due to problems with the gate array. They believe that if FMV compatibility is not achievable, there is no point in producing a CD drive at all.

We have argued that A1200 owners would buy a non-FMV unit, but Commodore respond that when FMV games start to appear A1200 CD owners would feel left out. But FMV games will not appear until FMV is a standard feature of a console. There is no point developing for a technology that only 20 per cent of users have, because it's a £200 add-on.

Sure, FMV games might be commonplace for CD64, but at present they are not an issue. The issue is that A1200 owners want to play CD^{32} games, and access CD-PD collections. We want to be part of the revolution without having a CD^{32} wired to our A1200s.

Like we say, don't tell us, tell Commodore. Have your say. If enough of you are bothered about it, we will get what we want. It's the power of the consumer. Address your letters to:

I want an A1200CD, David Pleasance, Commodore Business Machines (UK) Ltd, The Switchback, Gardiner Road, Maidenhead, Berks SL6 7XA.

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AFT/PR.P23Q/APR

COMMODORE P



Heading up the first of the new Amiga Centres of Excellence are Bill Owen (left) and Peter Sumonivic from Amiga distributors and consultants, Ramiga International.

Few would disagree that the Amiga is the most capable platform for multimedia applications. But this niche market is less clearly defined, and less easily exploited, in the business and desktop publishing markets in which the PC and Mac proliferate.

Intent on cracking this market, and exploiting a considerable opportunity for profit, and a chance to further establish the Amiga as a 'serious' computer, Commodore have set up ACE – The Amiga Centres of Excellence.

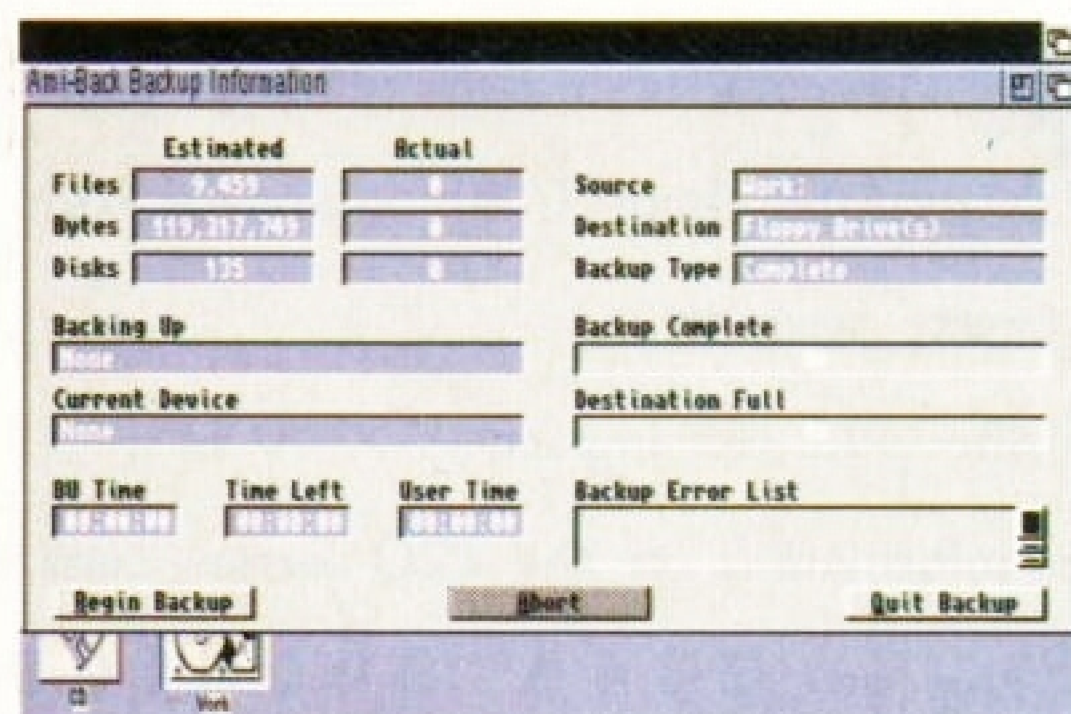
The scheme is intended to work in a similar way to Apple's Applecentre network of dealerships. Customers with a problem that requires a multimedia solu-



During the opening of the centre in Pentrefoelas, North Wales, HRH Prince Charles called in via video phone to offer his wishes for success.

Amiback and Tools get a new owner

Moonlighter Software, authors of last month's Coverdisk program *Amiback*, have sold their entire product line to Intelligent Designs Inc, a turnkey systems supplier based in Orlando, Florida. Intelligent Designs have hired all of the programmers who worked for Moonlighter, and have indicated that they will support and develop the various programs produced by Moonlighter, including *Amiback*, *Amiback Tools* and *Tapeworm-FS*, which allows easy access to DAT machines for backing-up hard disks.



Need to back-up your hard disk? *Amiback* will do it for you and it's now available at a reduced price – see page 108.

Meanwhile, the UK distributors of these products, Ramiga International, have extended their offer to upgrade last month's *AF* Coverdisk to Saturday April 30th. Some readers may have had difficulties getting through to Ramiga due to technical problems with their telephone system, but these have now been sorted. Version 2 of *Amiback* offers various new powerful features, including easy scheduling of back-ups and an improved user interface. See page 108 for further details of the various *Amiback* upgrades on offer.

● Ramiga International have also been appointed European distributors for products from US manufacturer Interworks, who have recently released version 2 of their *Enlan-DFS* networking software and a Ethernet card for the A1200 and A600. Ramiga International are on 0690 7700304 (Voice) or 0690 770266 (Fax).

HARD DRIVIN'

Time may be relative, but space isn't. This is especially true of hard disk space, which is why 4th Level Technology have released a new version of their 1.2 Gigabyte rewritable laser cartridge system Mo-Miga which combines a Sony magneto optical drive and specially written Amiga driver software.

The drive gives a maximum transfer speed of up to 5Mb per second (although 2Mb is a more realistic figure for sustained use) through a SCSI 2 interface, which is not included.

The driver software has been rewritten, now allowing users to exchange cartridges with other types of computer such as Unix systems. The driver software supports all the standard disk commands, and allows the user to remove and insert cartridges without having to reboot the system.

The drive and software costs £2,300 + VAT , and the cartridges cost £149.99 + VAT each from Ramiga International on 0690 770304.

LAY THEIR ACE

tion can find the hardware, software and expertise all under one roof.

"The whole idea of ACE is to pull together all of these companies whose third party products really do make the Amiga sing – who collectively can give a valid solution and can stand up to any scrutiny in the marketplace," explains Commodore's MD, David Pleasance.

The scheme will involve a network of independent companies, operating with Commodore's support under the umbrella of the scheme.

FIRST ACE OPENS EARLY

Commodore's intention to announce the scheme at the Spring ECTS (European Computer Trade Show) was upstaged recently when the first centre opened ahead of schedule in Wales.

The Pentrefoelas ACE is the brainchild of Peter Sumonivic and Bill Owen, and is operated by their company Ramiga International. Bill worked for Commodore's education division some time ago, before becoming a marketing consultant for firms working in high-end Amiga hardware and applications. Peter is a software engineer who has been working on a tourism project for the Clwyd tourist office. Their offices are in the village of Pentrefoelas in north Wales.

The village had fallen into decline following the migration of the population to find work. The remaining villagers were faced with the choice of seeing the village die, or to find a way of reviving it. So they formed a limited company and with aid from the Welsh Development Agency, set about the task of renovating the village's out buildings. Ramiga's Amiga Centre of Excellence is housed in the old Stable House of the Foelas Hotel, a building which had been in virtual ruin a mere year before its opening the centre on March 1st, the Welsh national day, St David's Day.

Ramiga put on an impressive display of the Amiga's capabilities for the villagers, the Amiga Press and the Clwyd tourist people. During the day, HRH Prince Charles contacted the centre by video phone and offered his congratulations and best wishes for success.

For some of the villagers, it was the first opportunity to see the awesome power of Amiga multimedia. For all of them, Amiga video CD was a revelation. But it is the members of industry and commerce that Commodore and Ramiga hope to wow with the power of the Amiga at the ACE centres.

EXCELLENT EXHIBITS

Other impressive exhibits on the day were Mick Tincker's multimedia display for the London Transport Museum, with his new *History of the Underground* CD, and MO-Miga, who were showing off their 1.2 Gigabyte drive (see Hard drivin' news story below, left).

Further Amiga Centres of Excellence will be announced in the coming months, the first of which will be in London's Drury Lane. The London ACE will be run by Amiga music expert Andy Bishop in conjunction with the multimedia developer Andy Gould.

Contact Commodore on 0628 770088 or the Ramiga ACE on 0690 770304 for further information.



Above and below: One of ACE's projects – led by Ramiga International's Peter Sumonivic – was to produce an information and visitors guide to Clywd on behalf of the region's tourist office.



Amiga makes waves in the movie world



John Allardice. Since we wrote this piece John has been offered a big bucks job at a major digital edit suite.

One of the talents that the Amiga Centres of Excellence (see story above) are hoping to call on is that of Scottish Video and 3D man, John Allardice.

Regular *Amiga Format* readers may recall that we featured John in issue 53, in a news story about a film he was involved with. The movie was to be a cyberpunk story, and John was hoping to create the special effects using his Amiga.

Cyberpunk 'net' stories feature a visual allegory of the global information superhighway as a net of bright shapes in a black void. These kind of special effects are the kind of thing the Amiga can do before breakfast.

John was planning to use *Imagine 2* and *Real 3D* to create his net, but since *AF53* was our big Video Toaster issue, John discovered the joys of *Lightwave* in our office. "It changed everything. *Lightwave* is a system designed especially for the 3D animator." John recalls. (See his review of *Lightwave* on page 116 of this issue.)

We made the long haul to Scotland to see how things were going on the film. "Well, the name's changed," says John. Apparently *Wetware* is also the title of a Cyberpunk book by Rudi Rucker. So the new working title is *Black Light*.

"The first draft is now complete, " says John, "but the production company haven't actually come up with the development cash yet."

Until then John and Marc DeLaney, co author of the original treatment, must play a waiting game. All Amiga owners can do is hope that Boxcar give them the dosh, so that *Black Light* comes to our screens soon.



John's company showreel is a testament to the hard work he has put in on *Lightwave*. These stills don't do justice to the animated original.



Black Light is the new working title of the movie that Amiga user, John Allardice, is producing the special effects for.

THIS MONTH'S TOP 30 A500/A600

1. (1)	(–)	Cannon Fodder (Virgin)	FG95%
2.(3)	Up	Frontier: Elite 2 (Gametek)	FG90%
3. (5)	Up	Premier Manager 2 (Gremlin Graphics)	80%
4. (22)	Up	Skidmarks (Acid Software)	FG90%
5. (4)	Down	The Settlers (Kompart)	FG94%
6. (2)	Down	Mortal Kombat (Virgin)	74%
7. (26)	Up	Winter Olympics (US Gold)	70%
8. (7)	Down	Championship Manager 93 (Domark)	82%
9. (8)	Down	Sensible Soccer 92/93 (Renegade/Mindscape)	80%
10. (11)	Up	Championship Manager Italia (Intelek)	85%
11. (-)	New	The Blue and the Grey (Impressions)	52%
12. (-)	New	Liberation: Captive 2 (Mindscape)	80%
13. (6)	Down	Jurassic Park (Ocean)	70%
14. (17)	Up	Simon the Sorcerer (Adventure Soft)	84%
15. (10)	Down	Micro Machines (Codemasters)	FG90%
16. (16)	-	Zool (Gremlin Graphics)	FG95%
17. (14)	Down	Alien Breed 2 (Team 17)	80%
18. (9)	Down	Zool 2 (Gremlin Graphics)	FG93%
19. (13)	Down	The Chaos Engine (Renegade/Mindscape)	FG90%
20. (15)	Down	Lemmings 2 (Psygnosis)	FG94%
21. (20)	Down	Premier Manager (Gremlin Graphics)	87%
22. (12)	Down	Tornado (Digital Integration)	80%
23. (25)	Up	F1 (Domark)	84%
24. (29)	Up	Gunship 2000 (Microprose)	87%
25. (30)	Up	European Champions (Ocean)	73%
26. (18)	Down	Syndicate (Electronic Arts)	FG91%
27. (-)	Re	Nigel Mansell (Gremlin Graphics)	55%
28. (21)	Down	Flashback (US Gold)	FG93%
29. (27)	Down	Dune 2 (Virgin)	FG90%
30. (24)	Down	Campaign 2: Global Conflict (Empire)	79%

Chart compiled by Gallup

A1200 AND CD32 GAMES

Top Ten A1200 Games

1.	Ryder Cup Golf (Ocean)	FG91%
2.	Star Trek: 25th Anniversary (Interplay)	50%
3.	Simon the Sorcerer (Adventure Soft)	84%
4.	Brutal Sports Football (Millennium)	77%
5.	Jurassic Park (Ocean)	70%
6.	Alien Breed 2 (Team 17)	80%
7.	Civilization (Kompart)	FG95%
8.	Pinball Fantasies (21st Century)	80%
9.	The Chaos Engine (Renegade/Mindscape)	89%
10.	Trolls (Microvalue Flair)	80%

Top Ten CD32 Games

1.	Liberation: Captive 2 (Mindscape)	FG91%
2.	Labyrinth of Time (Electronic Arts)	69%
3.	Sensible Soccer 92/93 (Renegade)	FG93%
4.	Seek and Destroy (Mindscape)	83%
5.	Zool (Gremlin Graphics)	FG93%
6.	Pirates! Gold (Microprose)	82%
7.	Pinball Fantasies (21st Century)	84%
8.	Whales Voyage (Microvalue Flair)	81%
9.	Faldo's Championship Golf (Grandslam)	82%
10.	Fireforce (ICE)	56%

Chart compiled by Gallup

CUT PRICE DAZE

To coincide with the release of *Ishar 3* and *Robinson's Requiem* in April, Daze Marketing are slashing prices of French developer Silmarils' other Amiga adventures.

Both *Ishar* (*AF*37, 76%) and *Transarctica* (*AF*45, 60%) are now available direct from Daze for the stonkingly low price of £4.99 each.

A1200 owners can expect to pay £5.99 for the AGA versions. This special offer is not available in the shops. To cash in on Daze's crazy price drop, write, sending details of the game(s) you want, to Daze Marketing, 2 Canfield Place, London NW6 3BT. Cheques should be made payable to "Daze Marketing." Phone 071-328 2762 for more details.



Daze Marketing's MD Richard Hennerley has got so little space in his office that he's knocking out old Silmarils games for a fiver.

TORNADO UPDATE

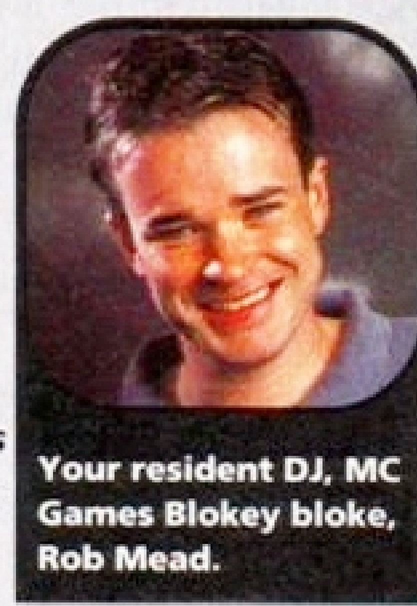
Digital Integration are releasing an AGA version of the *Tornado* flight sim (*AF*56, 80% and on the Coverdisk). This new version features all marvellous missions and stupendous shooty bits of the original, but comes in a glorious 256 colours.

As an added incentive to shell out your hard-earned, Digital are promising an *Operation Desert Storm* mission disk, available in May. Digital are on 0276 684959.



If you swooned at the detailed graphics and seat of the pants flying in *Tornado*, just wait until you see the AGA version.

CHART CHAT



Your resident DJ, MC Games Blokey bloke, Rob Mead.

SENSIBLE SOFTWARE'S ASTOUNDING shoot-em-up *Cannon Fodder* has dominated the top-end of the charts since its release in November, and it has held the number one slot for three months, dipping down to Number Two only at Christmas when the equally wonderful *Frontier: Elite 2* took the top slot.

Acid Software's race game *Skidmarks* is also making an increasingly aggressive assault on the Top Ten as is Kompart's cutesy god-game *The Settlers*.

LESS SURPRISINGLY, FOOTY games continue to dominate the Amiga games market with no fewer than six titles in the Top 30 A500/A600 chart. Things can only get better/worse (depending on your point of view) as the industry goes into the 11-a-side overload that is *World Cup '94*. More details about the games you're going to be playing this summer can be found in Coming Attractions on page 48.

ALSO MAKING A strong showing in the A1200 chart is *Star Trek: 25th Anniversary*, a game which appears to be selling purely on the strength of the TV programmes' enduring appeal. There certainly are a lot better graphic adventures around at the moment that you could spend your money on, not the least of them being home-grown wonder *Simon the Sorcerer*.



In the number one spot on the CD32 charts – *Liberation: Captive 2*.

AMIGA CD32 GAMES are selling in sufficient quantities now for chart compilers Gallup to issue a specific chart and it's good to see titles written for CD such as *Labyrinth* and *Liberation: Captive 2* topping the sales poll in a market otherwise saturated with ports and revamps.

24-BIT SCANNING

EPSON GT-6500

EPSON

FREE CAP & T-SHIRT

COLOUR PRINTING

EPSON LQ-150



Epson Scanners

The GT-6500 and GT-8000 24-bit colour flatbed scanners from Epson scan up to A4 in size, with output resolutions of up to 1200DPI on the GT-6500 and 1600DPI on the GT-8000 in 16.7 million colours, greyscale or line art. The scanners include either PowerScan or Image FX scanning software. An optional automatic document feeder is available.

Epson GT-6500 PowerScan	**£599**
Epson GT-6500 Image FX	**£689**
Epson GT-8000 PowerScan	**£849**
Epson GT-8000 Image FX	**£929**
Document Feeder	**£399**



PowerScan 4

Completely re-designed powerful user interface, produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans, available with mono or colour scanner. A1200/600 version available soon.

PowerScan 4 (Mono)	**£119**
PowerScan 4 (Colour)	**£239**
PowerScan 4 inc. OCR	**£159**
PowerScan 4 upgrade interface	**£50**
PowerScan 4 upgrade software	**£20**
OCR Full version	**£49**



Epson LQ-150

The LQ-150 is a fast, quiet 24-pin colour dot matrix printer. With draft printing speeds of up to 216 cps and high quality colour text and graphics output. The LQ-150 has a built-in 50 sheet paper cassette with automatic paper feed, and an optional tractor unit for use with continuous and multi-part stationery.

Operating either flat or flipped on its back - to save desk space - the LQ-150 incorporates Epson's ESC/P and ESP/P2 printer languages, ensuring compatibility with most popular software packages. It also comes supplied with Windows printer driver for use on your IBM as well.



Optional tractor unit

Epson LQ-150

Power Computing being an Epson distributor and dealer can supply all Epson products at uncompromising prices.



Free Epson baseball cap and T-shirt when you purchase an LQ-150 Printer. Subject to availability.

Epson LQ-150 (inc. all cables)	**£229**
Tractor Unit	**£29.95**
Black Ribbon	**£5.95**
Colour Ribbon	**£15.95**

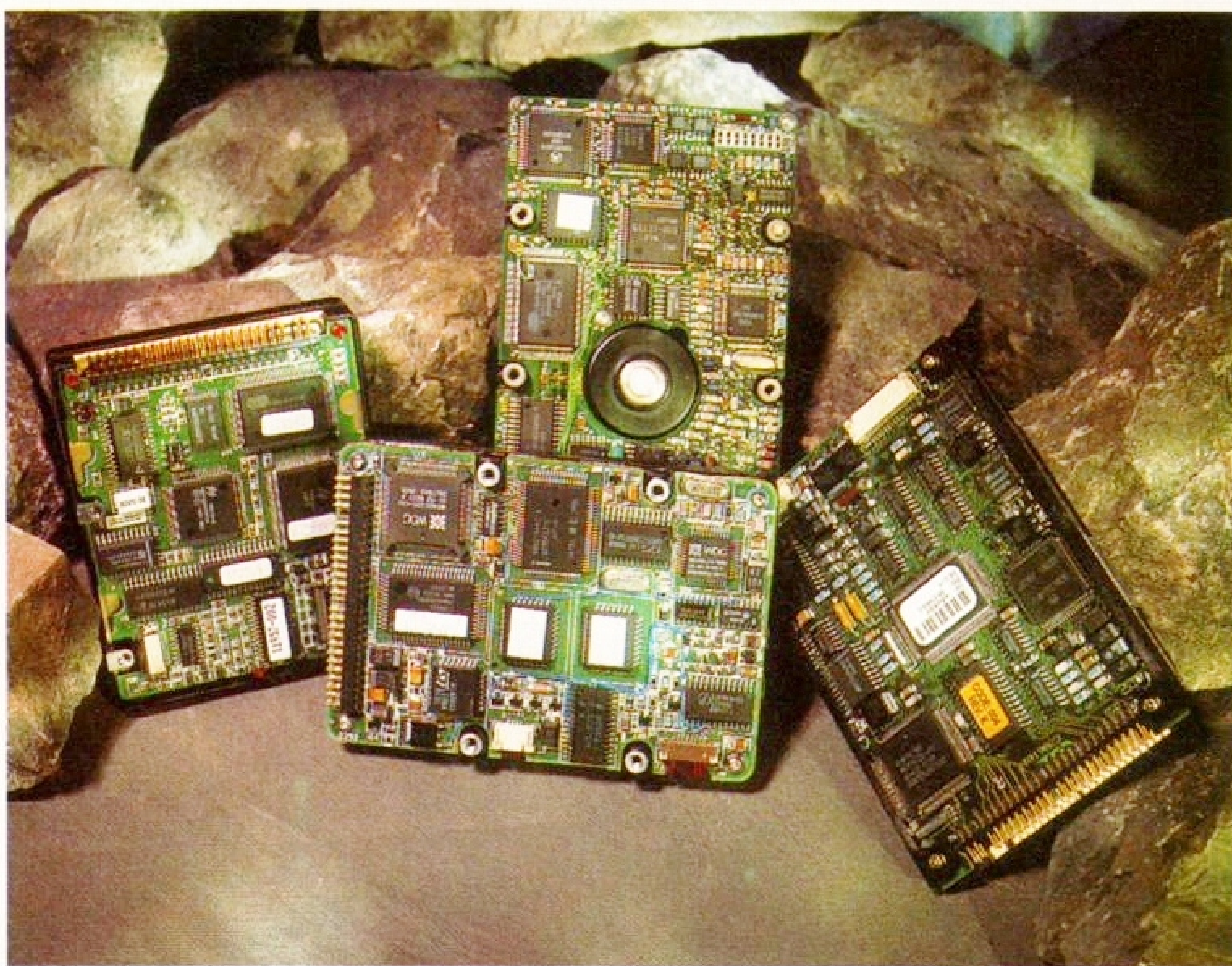
EPSON
DISTRIBUTOR

POWER COMPUTING LIMITED
44a/b Stanley Street Bedford MK41 7RW
Telephone 0234 273000 Facsimile 0234 352207



All prices include VAT, delivery extra, E & OE

Buying a hard drive could improve the quality of your Amiga-using life. John Kennedy proves the value of being hard-headed when it comes to choosing the best way of storing data on your Amiga.



Before you buy a hard drive, make absolutely sure sure that it has been tested with your model of Amiga.

DRIVING *Ambitions*

MORE AND MORE Amiga owners are discovering the joy that a hard drive can bring to their Amiga. In fact, if you haven't got a hard drive, read on to find out why you should buy one. If you've already got one, discover how to get the most out of it.

A hard drive (also known as a hard disk drive or hard disk) is the single most useful piece of hardware you can ever add to an Amiga. Fitting or owning a machine which already has a hard drive installed banishes those 'Please Insert Volume' messages forever. In fact, once you start using a hard drive you might find that the only time you ever use a floppy again is to load games.

Externally, hard drives look pretty unexciting. They are usually black and either 2.5-inch (slightly larger than an audio cassette box) or 3.5-inch deep (slightly smaller than the thickness of paperback book). Both connect to the Amiga via a cable and a suitable interface.

The A600, A1200 and A4000 have hard drive interfaces built in, so adding a drive is therefore quite inexpensive. It is also possible to buy all the above Amigas with the drive already in place.

In everyday use the hard drive has the characteristics of an extra fast, extra large floppy. Typically, a hard drive will work 30 times faster than a floppy and even the largest of programs only takes seconds to load. Programs which make extensive use of graphics or fonts will run a lot more smoothly.

How do I prepare a new hard drive?

If you bought your Amiga with a hard drive already installed, it should be ready to go. When you switch on, the drive should whirr and, within 30 seconds, you will see the familiar grey of Workbench on the screen. The long delay that precedes the A1200's normal boot is used by the hard drive and so it all seems lightning fast compared to the old floppy-only system.

If you bought your hard drive after you bought your Amiga, you will probably have to prepare (or 'prep') it yourself before it will work with the Amiga. The process involves two distinct steps:

1. Prepping the drive to work as an Amiga device.
2. Formatting and copying Workbench on to it.

The first step requires a specific prepping program to configure the drive to work with the Amiga. If you have an A4000 or bought an A1200/600 with a hard drive in place, you will have a copy of Commodore's *HDToolBox* program. This program makes prepping a drive extremely quick and easy.

When it is first run, the program will search to see if a hard drive is connected. If it detects a drive, the program will then try to find out what size and make they are. The chances are that *HDToolBox* won't know, but it can then read all the information it needs from the drive itself. When the changes are saved to the drive and the computer re-booted, the hard drive should appear as an icon on the Workbench.

The second step is required before the drive can actually be used. Formatting a hard drive is just like formatting a floppy disk – but actually a good bit quicker. Highlight the icons and then select Format from the Workbench menu. Always use the Quick option, otherwise you just spend a long time waiting. Make sure that Fast File System is used, and decide whether or not you want to have a Trash icon.

When the drive has been formatted it will become a normal AmigaDOS device, and Workbench can be copied on to it from the original Workbench disks.

If you don't have the official Commodore install programs, don't worry because there are several similar programs available in the Public Domain – *RDPrep* is one which springs to mind. These programs all work in similar ways, and they will prep and format the disk for you. Some of the programs may even copy Workbench across for you automatically.

What are partitions?

Although a hard drive is a single unit, as far as the Amiga is concerned it can be split into two or more separate drives called Partitions.

It is usual to partition a hard drive into two: a Workbench partition of about five to10 megabytes in size where you keep the Amiga Workbench, and a Work partition where you store all of your programs and games.

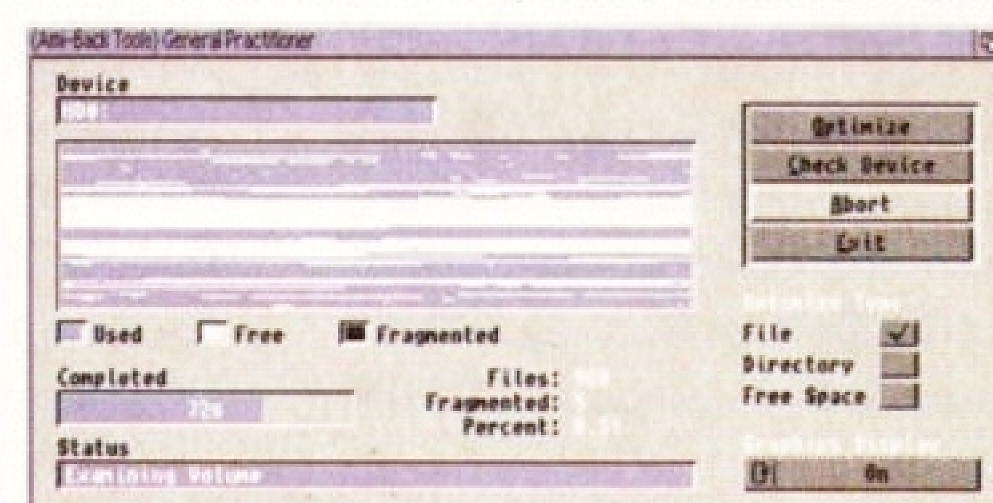
There are several very good reasons for partition hard drives. First of all, it helps you organise your data. When you have as much as several hundred megabytes of disk space, you'll need some way to keep track of it all.

Secondly, it's a good way of providing some security. Hard drives occasionally go wrong, but rarely do they go wrong in more than one partition at a time.

Partitioning a drive is usually done at the same time as prepping, as changing the size of a partition will destroy all the data present. If you intend to adjust the partitions on an existing disk, you must back-up all your data or it will be lost forever.

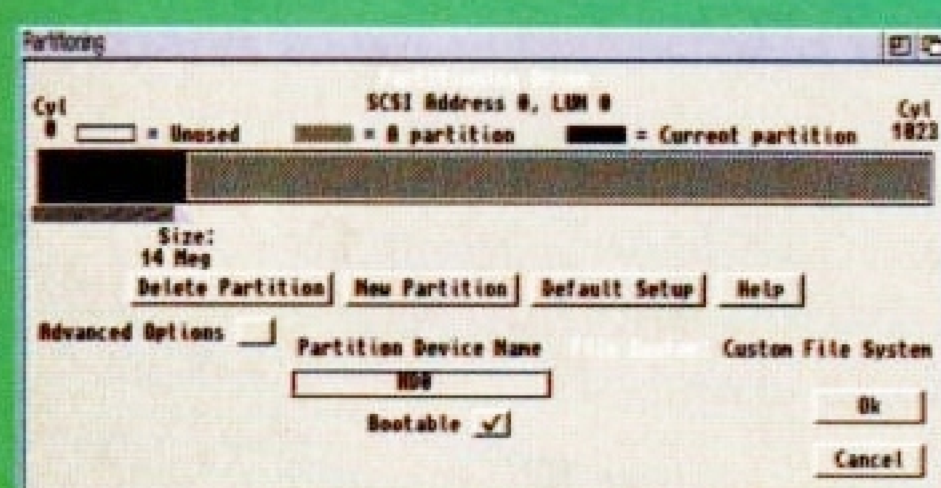
Fragmentation

After a lot of use, your hard drive may become fragmented. When a program or data is saved to the disk, it may not be possible to store it all in



Ami-Back (a version of which was on the *AF57* Coverdisk) looks through a hard drive to see how badly fragmented it is, before offering the option to reorganise it.

YOUR HARD DISK PROBLEMS SOLVED



Here's how *HDToolBox* controls partitions. You slide the bars up and down until the space is all used up. Easy, or what? This drive has a 14Mb boot partition to store Workbench and hundreds of fonts.

Q Why does the Amiga software supplied say the drive connected is a SCSI one when it's IDE?

A Some software, notably *HDToolBox*, is convinced that the Amiga 600, 1200 and 4000 are fitted with a SCSI interface. This isn't true! The Amiga is fooled into this decision purely as a consequence of the way the IDE interface has been bolted onto the Amiga motherboard and the libraries and controller supplied with Workbench.

When using prepping programs, it may appear that SCSI drives need a Low Level Format before they can be used. This is true, but an IDE drive does not. In fact, performing a Low Level Format on an IDE drive will destroy it permanently, so don't do it.

Q Why does my drive only boot from cold or not boot from cold or even only boot from warm reset?

A Some IDE hard drives work at different speeds and are set up in different ways from others. As a result some will boot strangely on certain Amiga configurations, but there are ways around this. Some IBM drives need pin one on the IDE cable disconnected, and some Connor drives need to have jumpers set up as ISA instead of CAM.

Consult the drive documentation for details. If you are unsure it would be a good idea to contact the company that sold you the drive.

Do not attempt these fixes unless you know exactly what they entail and can live with any consequences! We can't accept any responsibility for damage that may result. In some cases, the drive will not boot properly until it has had time to get up to speed.

Q Why do some games and other programs not work properly when reading large amounts of data from the hard drive?

A Some games start to act-up when they are used with certain makes of hard drive. Typical symptoms of this incompatibility include corrupt graphics and sound. One way to fix these stutters is to use *HDToolBox* to alter the Max Transfer rate of each partition of the drive.

This topic has been dealt with many times by Nick Veitch in previous issues of *Amiga Format*. Adjusting the maximum transfer rate to lower values (such as 0xFFFF) might help some hard drives cope with games and other utilities reading data from the hard disk.

The new version of the Amiga 4000 may support SCSI 2 as well as or instead of the IDE standard interface. At the time of writing this was not confirmed by Commodore.

one, long, continuous block. The drive may have to split it into chunks and scatter it where ever it can find space. Although all this is hidden from you, the consequence of a badly fragmented drive is longer loading times.

You can check how badly fragmented your hard drive is by using a program such as *Ami-Back Tools*, (a version of which was on the Coverdisk of *Amiga Format* Issue 57). The more files which are fragmented, the slower your hard drive will appear to work.

Fixing a fragmented drive can be done in several ways. First of all, you can back up all of your data to floppies and then reformat the drive (do remember to use Quick format) and copy the data back again.

The second way is to use a special defragmenting program such as *ReOrg* (version 3.1 is available from 17 Bit Software on disk 2815) or *Ami-Back Tools*' GP option. These programs will attempt to reorder all the data without the need for back-up. Unfortunately, if anything untoward should happen during the reorganisation process (such as a power cut) the data on the disk will become scrambled. It is very important that you always remember to back up essential data before you attempt a de-fragment operation.

It pays to back-up

Hard drives aren't perfect, they do occasionally go wrong and sometimes accidents happen. It could be something simple like switching off the computer by mistake in the middle of a write operation or it could be a nasty virus program. You might even accidentally kick or drop the computer whilst it is in operation.

Whatever the cause, it pays to back up your hard drive every so often, either to floppy disk or to something more exotic such as Digital Audio Tape (DAT) streamer or video tape.

A common question is "What should I back up?" and the answer is simple. Back up everything you can't afford to lose. Imagine the worst case scenario, and your hard drive is totally destroyed. Which files could you not replace?

You should have the floppy originals of your games and serious software, but your own pictures, text files and programs may be lost forever. If you depend on your Amiga to make a living, it can be financial suicide not to make regular back-ups.

The easiest way to back up a disk is simply to drag the important files directly on to a waiting floppy. Unfortunately this can take a very long time, and there is always the possibility that you will make a mistake.

A dedicated back-up program, such as – yes, you guessed it – *Ami-Back* can take a lot of the drudgery out of the backing-up process. You might not be aware, but every AmigaDOS file has a special set of hidden flags associated with it. These flags let the operating system know what sort of data a file contains, but there is also a special archive bit. This bit is cleared when a file is created, but when a program such as *Ami-Back* stores it away on floppy, it becomes set.

This means *Ami-Back* only backs up files which have changed since the last back-up, which will make the operation a lot faster and easier on the number of floppies you'll have to have knocking around. You can also ask *Ami-Back* to only back up files using different criteria, such as those created after certain dates.

Any good back-up program will also compress files to lessen the number of floppies required.

Choosing a hard drive

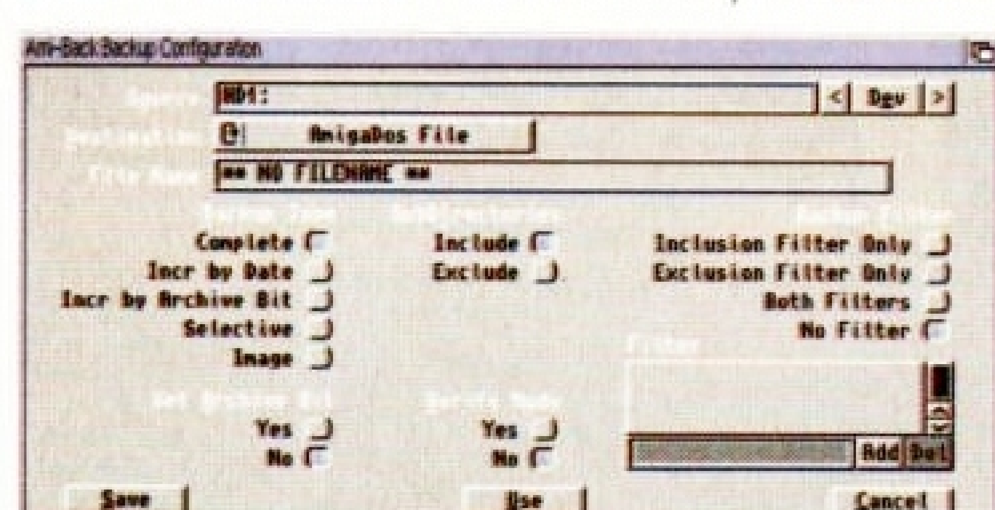
The Amiga A600, A1200 and A4000 support the IDE standard, and as a result nearly all IDE drives are compatible (see the Hard Disk Problems box to the left for more details).

The A600 and A1200 were designed to work with 2.5-inch drives, and include a 'cradle' inside to hold them in place. Installing one takes about 15 minutes, although you should remember that as soon as you open the case of the Amiga you void any warranty.

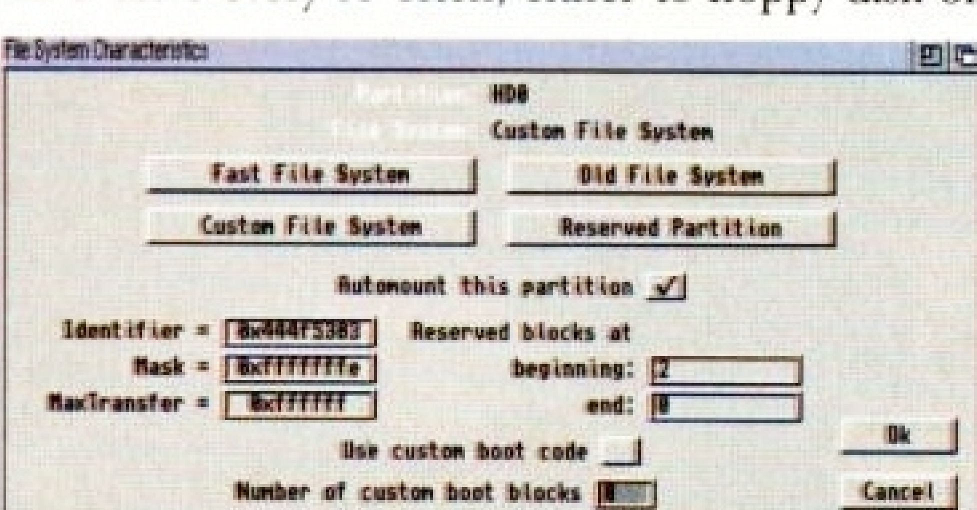
It is also possible to squeeze 3.5-inch drives inside the case of the A1200, although depending on the drive this may require a few internal alterations. It's not recommended for those afraid of using a screwdriver and a pair of pliers.

The A4000 uses 3.5-inch drives as standard. There is room at the rear of the case for two IDE drives which can provide a lot of storage space for 'serious' Amiga nuts.

Before you hand over any cash for a hard drive, always ask if the drive has been tested with the model of Amiga you own. Make this a condition of sale – you might be unlucky and end up getting a drive which doesn't work properly with your machine.



As back-up programs go, they don't get much easier to use than *Ami-Back*. You can even program it to automatically back-up files every day, week or month.



The maximum transfer rate can cause problems with some drives. If this happens you should be able to get up and running by setting the value slightly lower.

THE FULL STORY

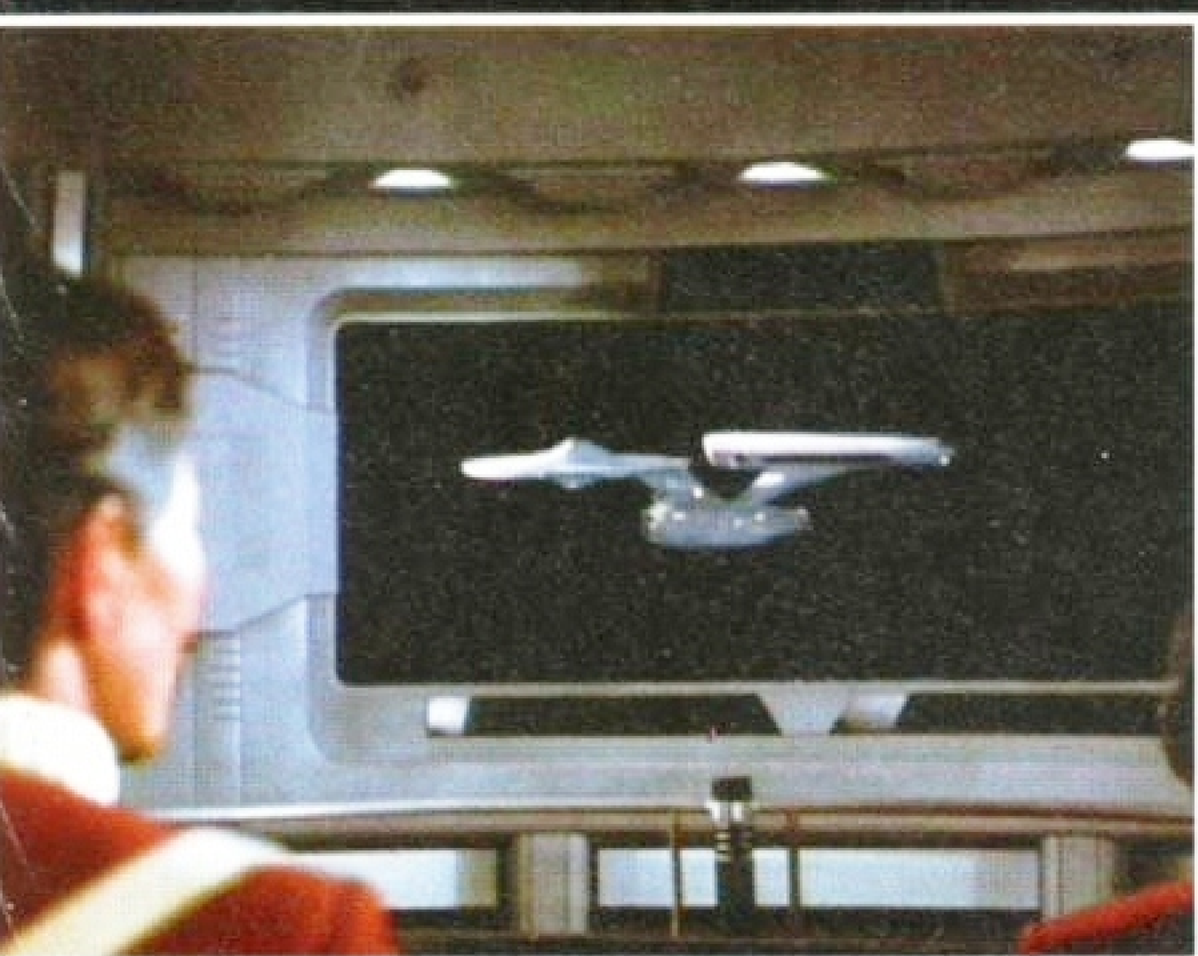
The version of *Ami-Back Tools* on last month's Coverdisk was slightly cut down. When you buy the full program, you get the following features:

- 911 Recovery will undelete all files, rather than just one.
- Antiseptic is fully working
- The Analyst fixes ALL problems
- The General Practitioner will optimise the disk fully.

FMV

WELCOME TO THE FUTURE

You know about CD32 and you've heard about the Full Motion Video unit, but did you realise that together they represent a milestone in home entertainment. To discover the full potential of FMV and CD32, read on...



Fast forward to the future of home entertainment with *Star Trek 6*, one of the films already available on FMV.

WE ARE STANDING on the brink of a video revolution. And right in the front line are the Amiga CD32 console and the Full Motion Video unit.

The rather ordinary-looking FMV unit that fits into the back of the CD32 is the gateway to a new era of home entertainment. It means that you can now watch films and music videos on your television from Compact Disc. And when we say now we mean NOW.

You can already buy Compact Disc films including *Star Trek 6*, *Patriot Games*, *Black Rain Naked Gun 2½* and *Top Gun* for the CD32 in your High Street hi-fi and video store.

In the next few months many more box office hits will be available, and by the end of the year we could well see CD having gained such a foothold that films will be released simultaneously on video tape and Compact Disc.

Thanks to the FMV card the CD32 is not just a games machine, but is a complete home entertainment system. Scores of games have already been converted to CD, you can play ordinary music CDs on the machine, and now you can use it to play CD films many of which have full Dolby Surround sound tracks.

By the end of the decade Compact Disc could be the premier medium for watching films at home. The quality is far better than can be achieved with a video, the sound is superior, CDs are cheaper to produce than VHS videos, they last longer and... when was the last time you played a platform game on your video?

The CD32 and FMV are a landmark in the film and video industry's history. The pictures on this page show you what the future looks like for the CD32 and FMV. Welcome to the future.

Continued overleaf ☛

SWITCH ON TO FMV

If all goes to plan, we'll soon be throwing out our video recorders to use digital video CD players. Jolyon Ralph looks at the current state of digital TV, how it works and how you can be a part of it.

THE MAGIC LETTERS in computerland today are FMV – Full Motion Video. Computer graphics have come a long way from the chunky blocks of the ZXSpectrum, and with FMV they are even launching an assault on the mammoth home video market.

The FMV unit reads the data from the CD, decompresses it and sends out a video and audio signal that the CD^{32} can display. For a computer to claim support of Full Motion Video, it must replay full-screen digital images at standard frame rates. In other words, the computer monitor must display real life images which look better than those coming from a VHS video recorder.

The digital images can be replayed from hard disk, RAM or even CD-ROM, but to be true FMV they need to be full-screen, in colour and moving at 25 frames a second.

The Amiga is well capable of FMV and it's possible to get reasonable results by replaying an animation of digitised HAM8 mode images, although they need to be replayed directly from memory on a very fast machine: hardly economic.

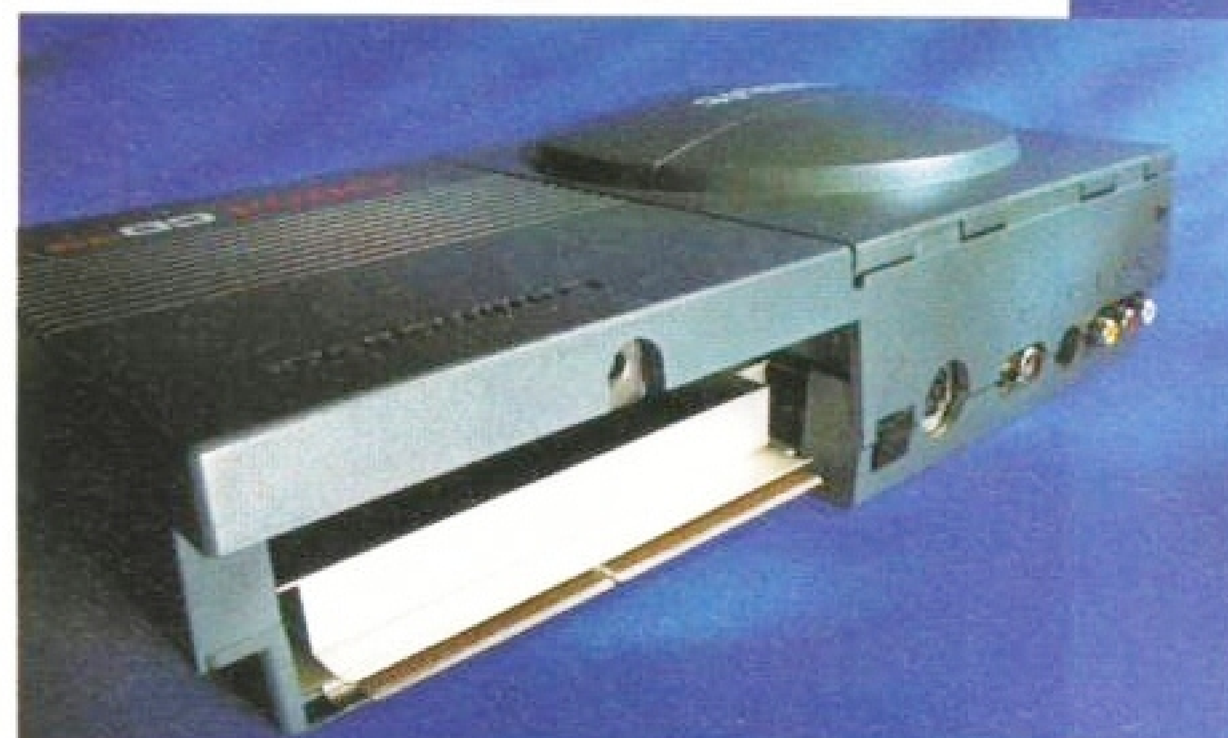
WHY FMV?

The advantages of a working FMV system are obvious. The biggest is increased profit. Compact Discs have been so successful and cheap to manufacture that video distribution companies have become more than a little envious. Why should they bother with mechanically-complicated cassette mechanisms, when a Compact Disc (costing a few pence to produce) can be sold for about the same price as a video?

A second plus point for FMV is that tape has always been rather restrictive and doesn't enjoy the random access that a CD offers: you can skip from track to track on a music CD in seconds, but you need to fast-forward and rewind for ages to find the right point on a tape.

Putting video on to a disc was never going to be easy, and the big problem was how to put the video information on to the CD without a fundamental redesign of the entire platform.

The Compact Disc was originally designed to store just over an hour of music on a single five-inch disc, using high-quality 16-bit stereo audio captured at 44,100 samples per second. A full CD has a total capacity of around 630Mb of data, and because 16-bit stereo audio requires 172K of information per second this means the maximum playing time of a CD is around 74 minutes.



If you wondered what this port at the back of your CD^{32} is for, it's where the FMV unit slots in.



The FMV unit: for under £200 it can open up a world with exciting new horizons

GREAT VIDEO FAILURES

The first attempts at storing moving video images on Compact Disc were unsuccessful. Laserdisc used analogue rather than digital means to store high-quality images, but expensive players and lack of discs meant the venture was doomed.

Digital video was theoretically easier to produce, but the bottleneck was always going to be getting the video data off the disc fast enough to display images at 25 frames per second.

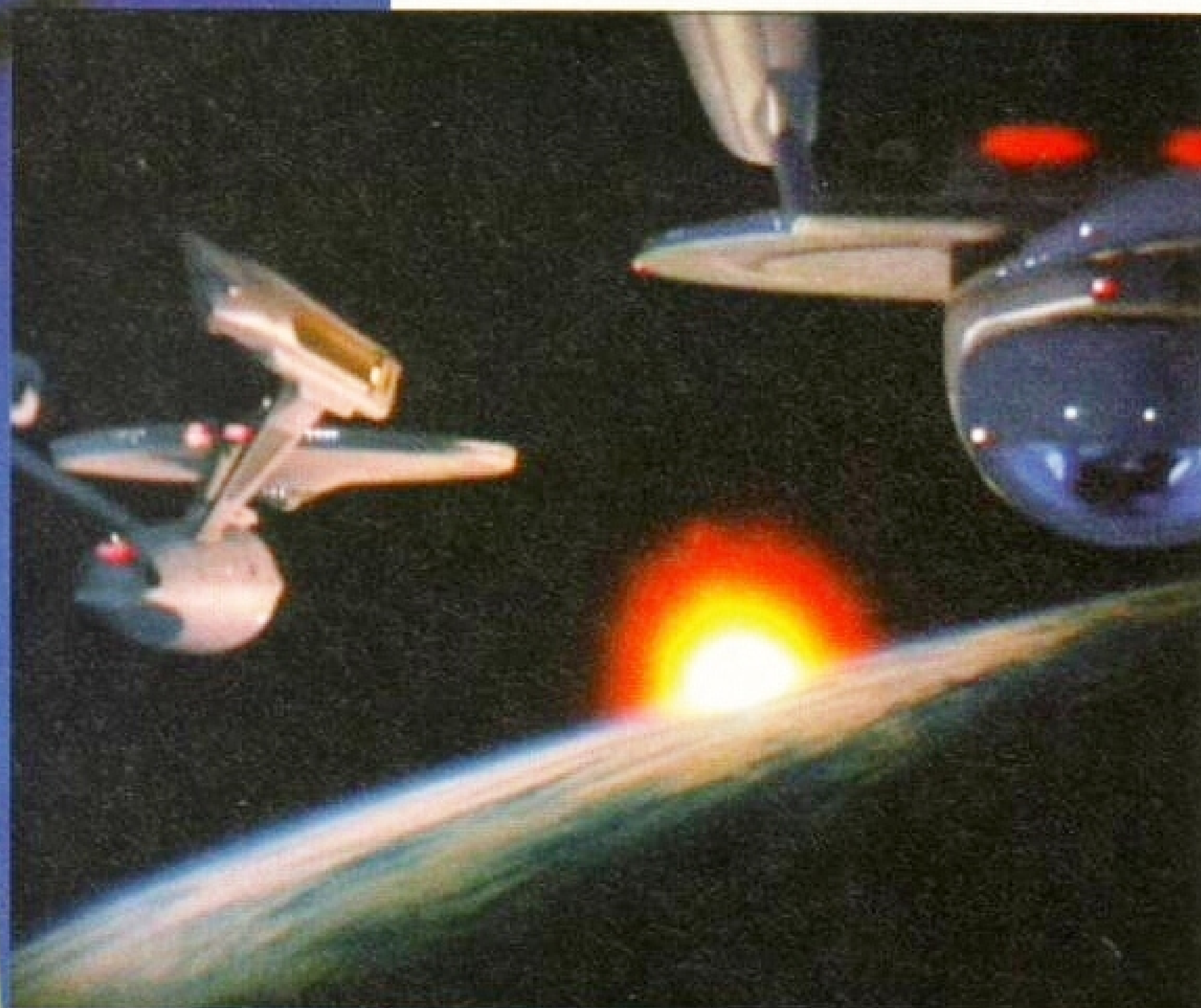
The CDV system attacked the problem from another angle: if the video won't fit into 172Kb then why not increase the rotational speed of the CD to increase the data rate?

The technology to read CD data at this speed was new and costly, and the increased data rate meant the disc could only hold between five and 10 minutes of video. That's fine for storing one music video, and a couple of standard audio tracks to fill up the space, but it's not enough to store films.

Intel, best-known for the processors used in PCs and compatibles, spent a lot of time developing a system known as DVI. DVI is good for use in interactive computer programs, but, unfortunately, it is rather expensive, and has only really found success in high-end training systems.

Some digital video cards use a JPEG system whereby consecutive images are read from disk and decompressed in real time, but for Amiga and CD^{32} series, Commodore have adopted the MPEG-1 standard. This is a wise move, because MPEG has many advantages over other the systems - the biggest being its adoption as an international standard by all major hardware manufacturers.

The new format of video on CD (Video CD) is based purely on MPEG, so for the first time it looks as though there will be a viable new video format.



Boldly going where not many people have been before. CD^{32} and FMV open up a huge range of opportunities.

By comparison, video is huge. A second of video is made from 25 individual frames, each of which would take up over a megabyte of space if digitised and stored in uncompressed form. Even when compressed using traditional techniques it's impossible to squeeze video into the 172K of data that you can read from a CD in one second.

INTRODUCING MPEG

What is MPEG? Quite simply, MPEG is the solution to a problem that was very nearly impossible to solve. Somehow the 25Mb of video data required every second, plus the data for the soundtrack had to be crushed into a total of 172K. It was, nearly, impossible. But spurred on by thoughts of the new markets that could be opened up, the film industry and many major hardware manufacturers got together and set up a task-force called the Motion Picture Experts Group (MPEG) to come up with the answer.

The solution was a compression system for both video and audio, capable of squeezing VHS or better quality video and sound into the necessary 172K limit.

Audio compression – compressing audio into as little as one tenth of the space normally required – was the easiest to implement. Using a psycho–acoustic model of the ear it's possible to cut away sound that humans will not detect, such as very high or very low frequencies, or sounds that are hidden underneath louder sounds.

The resulting sound is not quite as good as a CD but most people will never notice the difference. It's still far better than the sound on conventional video tape, and is, in fact, almost identical to the compression systems used for the Sony MiniDisc and the Philips DCC Digital Cassette systems.

Video compression is done in three distinct stages. First the resolution of each frame is reduced by a half. The speed and quality of playback ensure the images don't appear too blocky, and you can only see the pixels when you examine the screen closely when the video is paused.

In the second stage the video data is converted into a format called YCC 4:1:1, a much more compact method for dealing with video than standard RGB. It contains four times as much information on the luminance (Y) or brightness information as it does on the individual colour components.

In a video image the colour information changes less frequently over the screen than the brightness levels. Think, for example, of a picture

Continued overleaf ☛

PLAYBACK TIME

It takes hours or even days to process a film into MPEG format, but unless it can be played back at 25 frames per second it's worthless.

A lot of time has been spent optimising the MPEG playback routines, and the software is now freely available. There are several Amiga MPEG playback programs in the Public Domain, along with some miniature animations. Unfortunately, even on an A4000 the frame rate is about four a second for a quarter-screen image.

Rather than empower every playback machine with 100Mhz 68060 processors, the MPEG engineers have built the decoding programs directly into silicon which means they can run many, many times faster. The FMV cartridge for the CD^{32} contains some of these MPEG chips which means even though it is only equipped with a 68020, it can still display proper FMV films.

MPEG ENCODING

Creating MPEG videos is not an easy task, and currently there are only a handful of companies worldwide who can produce high-quality MPEG video. Even the hardware is made by only one or two manufacturers.

There are programs available for the Amiga to create MPEG video streams, but these are of poor quality and do not currently support audio compression. They can take several hours to convert a few seconds of video, even when running on A4000s.

What is needed is a system that can input live video and audio and output MPEG files ready to put on a CD-ROM. Currently such hardware is new, apparently buggy, and very expensive - you will be lucky to get change out of £70,000.

Within 18 months this hardware could be available as a single Zorro III card to fit into an Amiga at a cost of £3,000-£4,500. Within three to five years you may even see domestic units on sale for a few hundred pounds. Soon you'll will be able to record your own Video CD discs directly on to a blank write-once gold CD.

I WANT TO PLAY CD32 DISCS ON MY A1200

Ever since the CD32 first appeared it has been rumoured that Commodore would release an A1200 add-on that would enable you to plug in and play CD games and watch FMV movies via the A1200.

That is not going to happen. Commodore have now made it clear that although it is technically possible to create such an add-on, is a financial non-starter because it would actually cost more to produce than the CD^{32}. So if you want to play CD^{32} games and watch CD movies, you'll have to buy a CD^{32}.

If you already have a CD^{32}, it's likely that in the next few months you will be able to buy an A1200 enhancer. Microbotics are currently working on an add-on that would enable you to attach a floppy disk drive to the CD^{32}. Because you can already add a keyboard, this would effectively turn you CD^{32} into an A1200.



The CD^{32} is much more than a games machine. With an FMV unit it becomes a complete entertainment system.

of a cloudy sky. There are large areas of blue and white, but the actual brightness levels determine the detail.

Without colour the image would be monochrome, and without brightness it would just be made up of bright blue and white, and, at best, it would look like a poor crayon picture.

The third stage involves examining the frames as a sequence, rather than individually. Some frames (on average one every half a second) are stored in their entirety after going through more compression systems called Discrete Cosine Transformation, Quantization and Run Length Encoding. These are called 'I' frames and are used as reference markers for the rest of the video.

The parts of a video which fall between the 'I' frames are calculated using their two nearest markers. Areas of video that do not move (a static background behind a moving actor, for example) are spotted and removed. Areas of screen that move but which remain essentially the same (such as a panning shot) are also noted. The calculations required to do all this are complicated and even a small sequence can take the most powerful computers many hours to complete.

After the number crunching, the sound and video are combined or interleaved, and rather impressively, require less than 172Kb per second.

The MPEG format requires some very savage compression to get video on to a CD. It is worth noting that the data loss is usually compared to the original master material on Betacam format broadcast master, or on film.

The quality is in many ways better than traditional VHS tapes, and the usual VHS problems such as ghosting, herringbone patterns, noise static and other effects are not found on video CD. Plus, CDs don't stretch or wear out like a cassette.

WHAT'S TO COME

Games programmers are going to have a field day when every console is equipped with the necessary MPEG hardware. At the moment animations are limited to using the CDXL system which was developed for the CDTV.

Although CDXL is much better than other software-only systems (such as those offered by the Sega MegaCD) it is still well short of true FMV.

Games featuring real actors and scenes have already started to appear on the PC, but it is only a matter of time before real, interactive television becomes a reality on your Amiga.

Joylon Ralph works for Almathera, and is author of Video Creator, the first CD^{32} title to support MPEG.

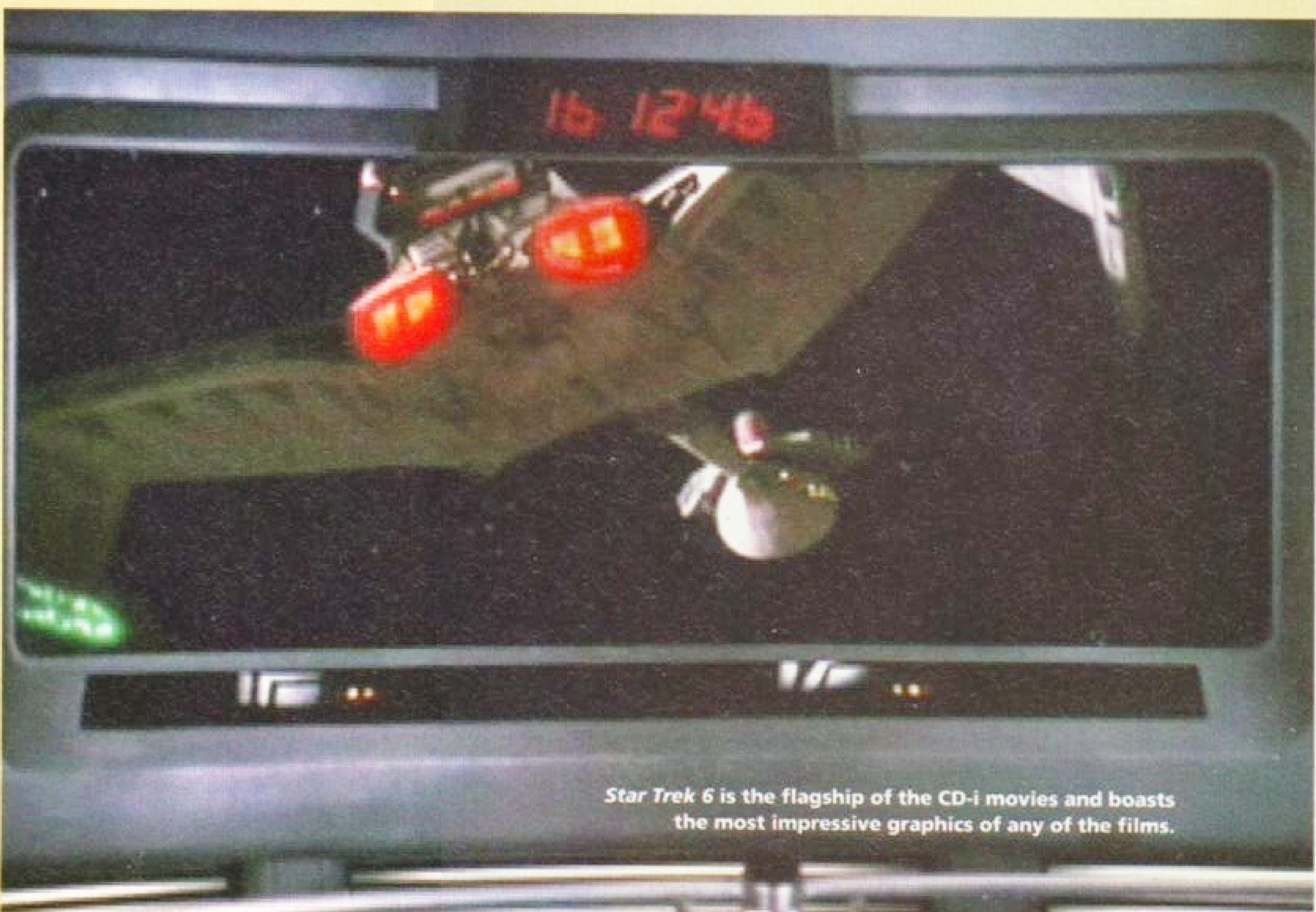


Leslie Nielsen monkeying around in the hilarious spoof cop movie *Naked Gun 2½*..

A MOVIE EXPERIENCE

Over the next few months there should be a flood of CD releases for the CD^{32} with FMV unit. But the first titles were designed to work on Philips CD-i system, not CD^{32}. Richard Jones explains...





Star Trek 6 is the flagship of the CD-i movies and boasts the most impressive graphics of any of the films.


Jon Bon Jovi and friends get together for a sing song around the Joanna in *Keep The Faith, An Evening With Bon Jovi.*



Take to the skies with the United States Air Force in the high-flying, action-packed *Top Gun.*

THE FILM AND music industries are queueing up to release their movies and music videos on Compact Discs. At present there are about eight film and music videos that will play on the CD^{32} with FMV card, but there are at least another 20 music videos in the pipeline, and several more major film titles will become available over the Summer, leading to an "explosion" of releases in the Autumn.

The first CD video releases were produced by Philips, and all the titles available at present were designed for use with their CD-i machine. Commodore realised that the first titles would be for CD-i and made sure that the CD^{32} FMV module would be capable of playing theses discs. But according to Philips the fact that CD-i discs are CD^{32} FMV compatible came as a complete surprise.

Philips spokesman Nick Thomas said: "We didn't realise that the first films would play on CD^{32}, but it seems that anything that can access the MPEG data stream can play any linear video disk, and the CD^{32} has the same MPEG chips as the CD-i."

So how do Philips feel about the CD^{32} being able to play discs that Philips designed specifically for CD-i? surely it's something of an embarrassment and an inconvenience?

Not at all, says Nick Thomas: "We are delighted that they work with CD^{32}. We are all agreed that it is great news. It will cause people much less confusion, and it means that the software guys can concentrate on producing material without having to make it hardware specific.

"As far as we are concerned, anyone who takes a partisan view over linear video is making a very great mistake."

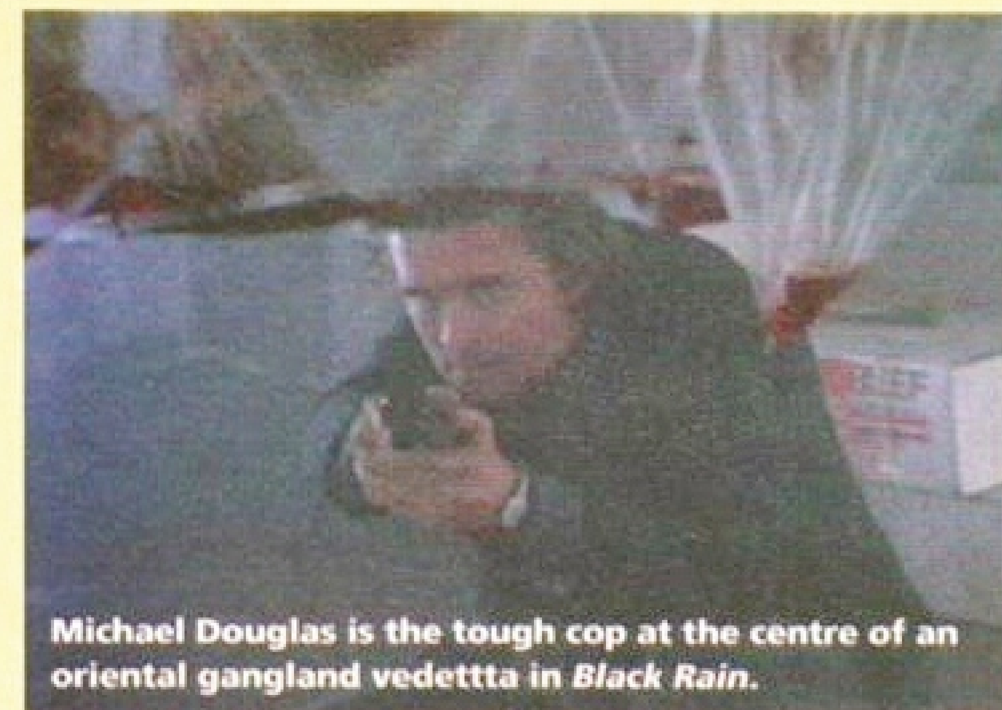
In other words this cake is big enough for everyone to have their slice. The more means there are of playing CD films, the more films will be released, and the more people will buy CD-i, or CD^{32}s on which to play them. It's something approaching a supply and demand utopia for the music and video industry.

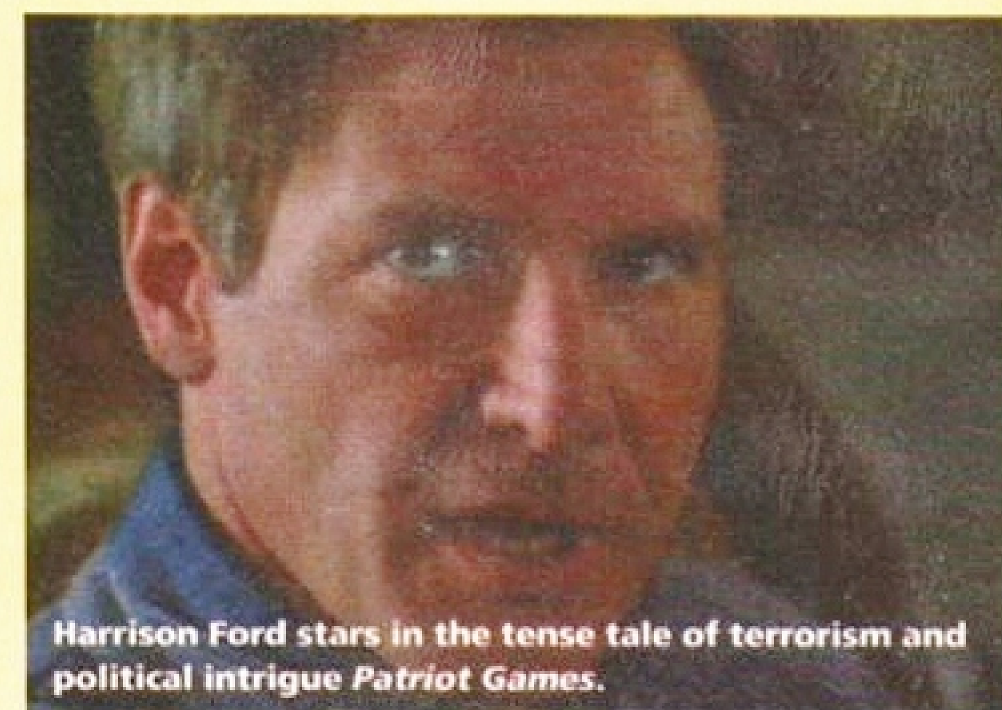
And even though it is (according to Philips) a happy coincidence that the first CD-i video releases are CD^{32}-compatible, it would only have been a matter of time before Philips would have made all their releases comply to the White Book industry standard, which means that they can be played on any format that supports FMV.

"We fully support the White Book standard," said Philips spokeswoman Gena Jones. "So we don't see CD^{32} compatibility as an issue.

"We want all the discs to be White Book standard, so that all of the systems become attractive and the hardware specific stuff, becomes a less attractive proposition."

Continued overleaf ☛


Michael Douglas is the tough cop at the centre of an oriental gangland vedettta in *Black Rain.*


Harrison Ford stars in the tense tale of terrorism and political intrigue *Patriot Games.*

IN A SHOP NEAR YOU NOW!

If you walk into your local hi-fi and video shop today you should be able to find about eight Philips CD-i titles that will play on the CD^{32} with FMV card.

These should include the films *Star Trek 6, Patriot Games, Black Rain, Naked Gun 2½, Top Gun,* and *Bon Jovi, Bryan Adams* and *Andrew Lloyd Webber* music videos.

Also due for release soon are *Fatal Attraction, Ghost, Hunt For Red October,* and several *Bond* movies. Record companies have 22 music videos scheduled for release this year, including titles by Queen, U2 and David Bowie. All titles cost £15.99, making them competitive with VHS tapes, but because they cost less to produce, the industry is very interested in CD movies and music videos.

"You don't get this level of interest from film and record companies very often," said Nick Thomas, spokesman for CD-i developers, Philips.

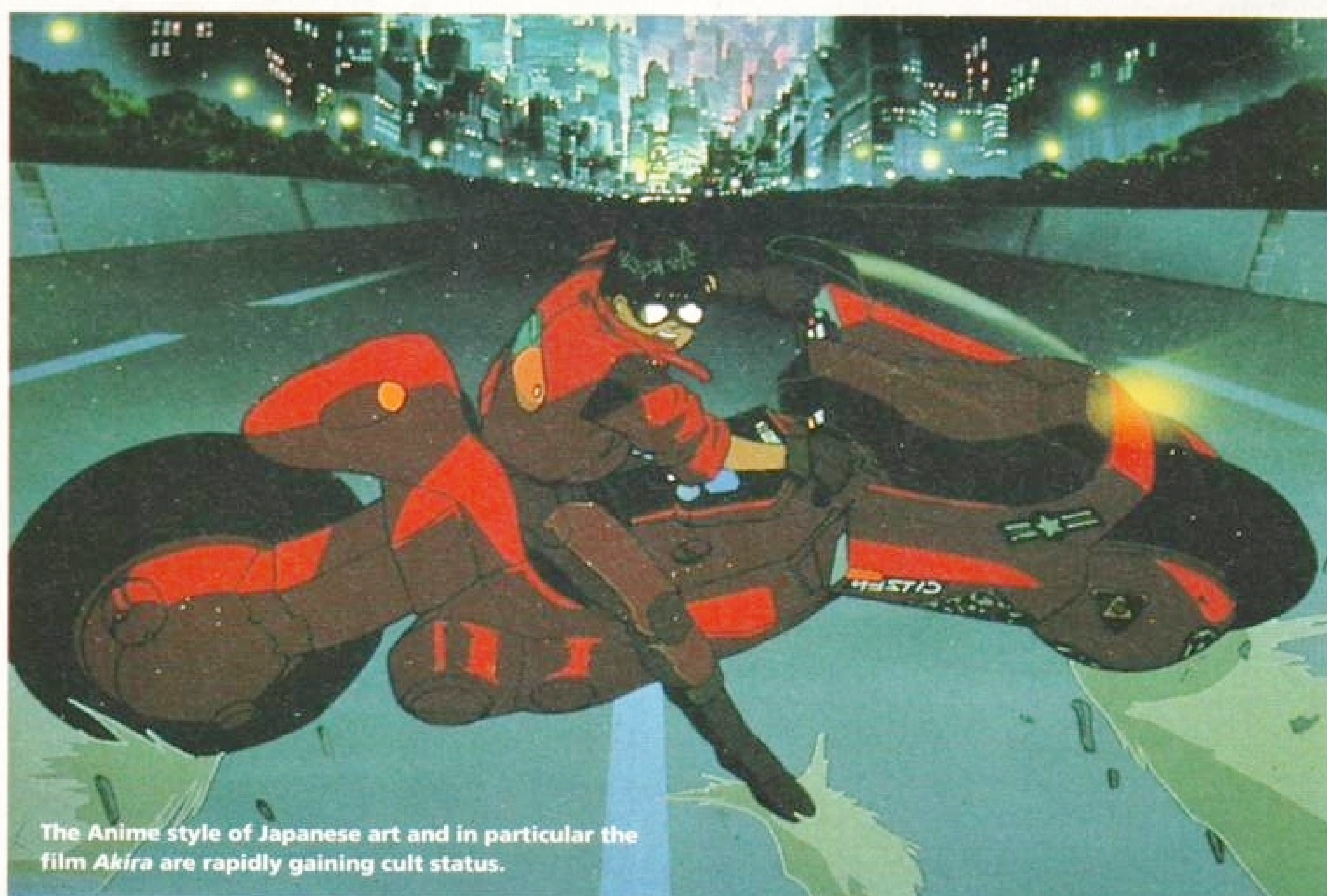
The flagship product is *Star Trek 6*, which was transferred to CD by a crack team of Philips technicians. "There are probably only another eight people in the world who know as much as these guys do," said Nick Thomas.

The Philips team had access to the direct master of *Star Trek 6*, so the CD-i adventures of Captain Kirk, Spock, Sulu and their alien chums represents the best quality it is possible to create. If all the releases were taken from the direct master they would be of the same high standard as *Star Trek 6*.

Apart from the titles mentioned above, you may find other CD-i releases. One drawn to our attention was the *Playboy Complete Massage* video, described as "a stunning breakthrough in home entertainment. Produced for loving couples, this provocative CD-i program will inspire you to explore new sexual possibilities..." Hmmm.



The range of films and music videos released by Philips for CD-i also play on a CD^{32} with FMV unit.


The Anime style of Japanese art and in particular the film *Akira* are rapidly gaining cult status.


Set in the post-holocaust city of neo-Tokyo, Akira is a nightmare vision of an anarchic future.

THE AKIRA FACTOR

ONE OF THE most eagerly-awaited FMV releases is *Akira*, the leading light in the Japanese Anime style of animation which is rapidly gaining cult status with Amiga users.

The good news is that the video and game rights for *Akira* and the video rights for more than 20 other Anime titles have been bought by a British company and production of Compact Disc versions of the films could start tomorrow.

The bad news is that the company that has the rights to *Akira* – the Stroud-based games publishers ICE – has yet to decide whether or not to release the film, and if they don't release it, then nobody else can.

We put ICE boss Stuart Bell on the spot by asking him when we can expect to see an Akira game on the Amiga and what's happening with an FMV *Akira* movie.

"Work is currently underway on both floppy and CD32 versions of *Akira*," says Stuart. "We hope to release an FMV version of *Akira* this year."

But it's all a bit vague though, isn't it? There are no firm release dates, so what happens to the *Akira* licence if ICE decide not to go ahead with the game and FMV release?

"We are the licencees of the computer game rights and it will be appearing on a number of different computer formats," says Stuart. "If we should decide not to publish for the Amiga or any other format that we have the licence for, that would simply be that, for at least as long as the licence runs."

But given Amiga users' incredible interest in *Akira* and the other Anime titles, can ICE afford not to develop the game and FMV movie?

"We have to make a commercial decision," explains Stuart. "While we are all hardened Amiga gamers and *Akira* addicts, we have to be certain that we are going to be able to get a return for our investment. Sadly for Commodore there are other machine formats that are more guaranteed to return our investment and we have to look at these first."

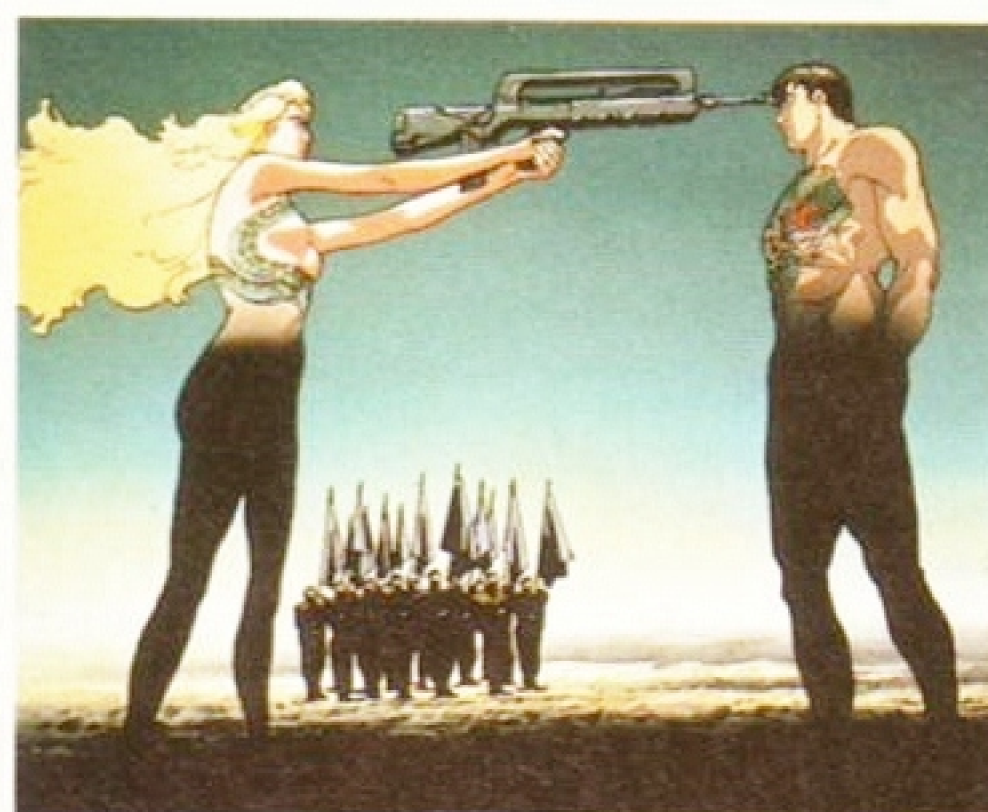
THE AKIRA STORY

Otomo Katsuhiro's film *Akira* was first shown in Tokyo on July 6, 1988 and was previewed in this country at the Bristol Film Festival in 1990.

The film, which has now gained cult status, is based on the comic book Akira story and concentrates on a violent society motorbike gangs, adolescent no-hopers, junkies and petty criminals in Neo-Tokyo, a city born out of the rubble and ruins of Tokyo after it was destroyed in a World War Three holocaust.

The film is a nightmare futuristic vision of a Japanese society where anarchy and mob rule are the norm. The content is heavily influenced by Ridley Scott's *Blade Runner*, but the style owes everything to the Anime tradition.

The dark and mysterious figure of *Akira* pervades the gangland action, but is he a force of good or just another personification of evil? Watch the film and find out.





THE ANIME STYLE

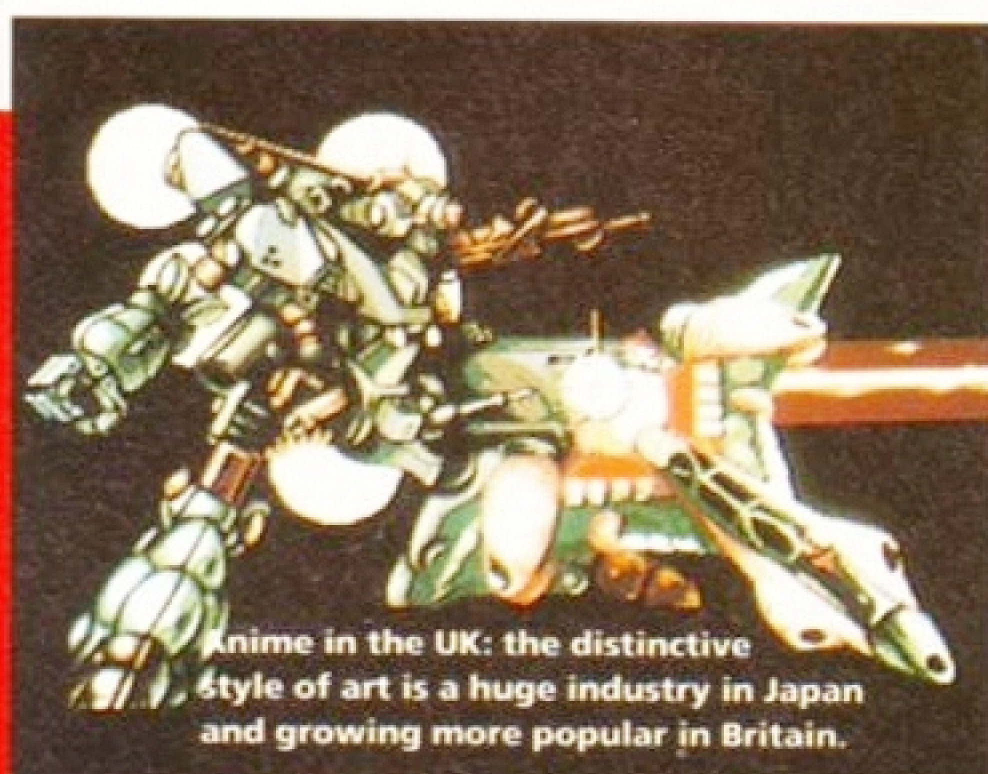
You only have to check out the number of Public Domain demos influenced by Anime to appreciate that the Japanese style of art is having a huge influence on Amiga users.

Akira is the best known example of Anime (pronounced ah-nee-may), but the style is far from being a recent phenomenon. Anime dates back to the beginning of this century when Japanese artists and illustrators first began to experiment with the new art of film-making.

There are now more than a million hours of Anime films, and the Japanese animation industry has grown into a major artistic and financial force.

You will often see Anime films described as manga films. Manga is in fact the Japanese for 'irresponsible picture' or comic book, and is also the name of the leading Anime film company.

The top-selling manga comic in Japan is Shonen Jump, which sells more than six million copies a week. Manga comics account for almost a third of Japan's entire publishing industry.


Anime in the UK: the distinctive style of art is a huge industry in Japan and growing more popular in Britain.

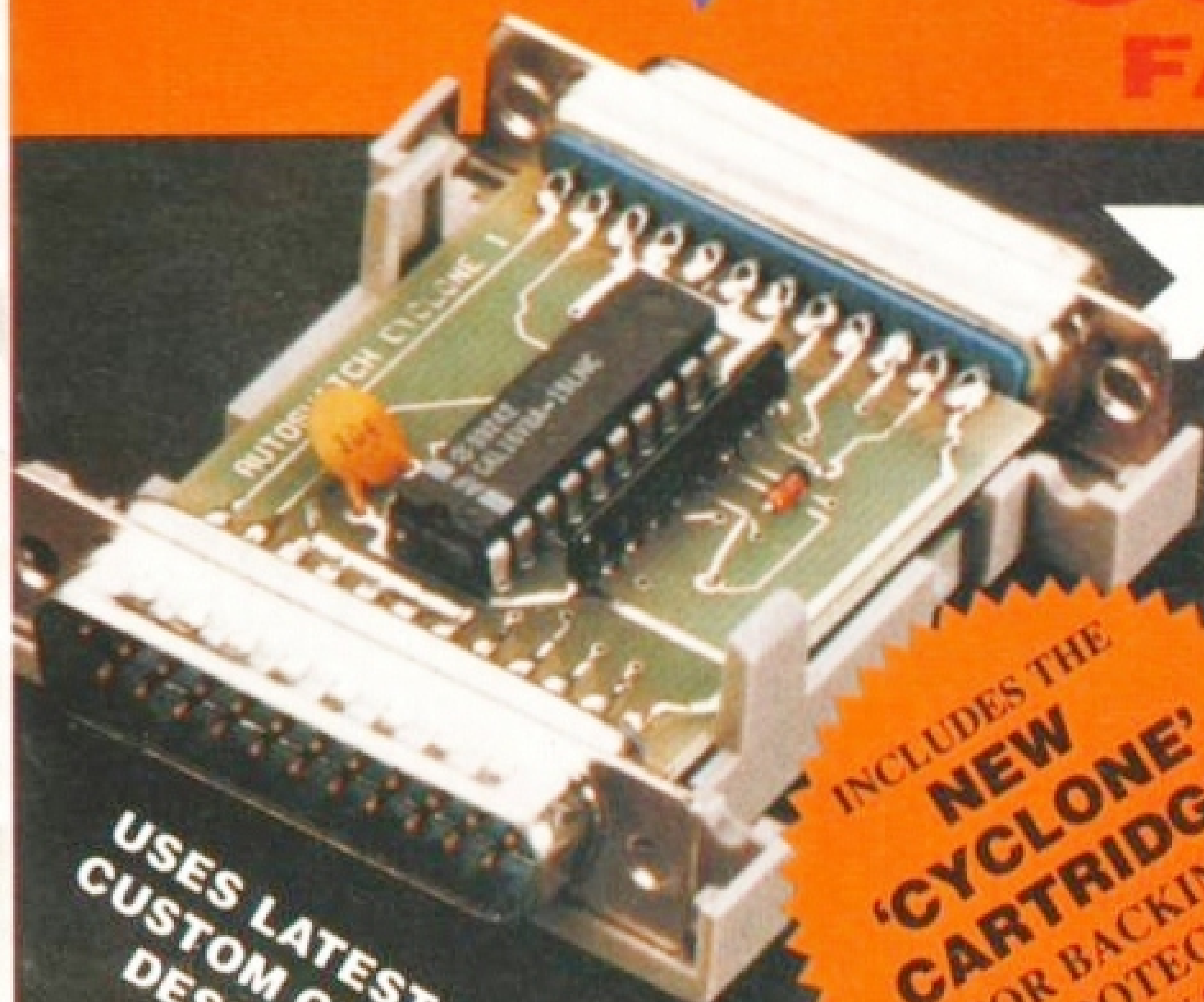
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HD	CHIP RAM	FAST RAM	PRICE
214Mb	2Mb	4Mb	...£1619.99
525Mb	2Mb	4Mb	...£1864.99

4000-040TW (SCSI Tower) 25MHz 68040 TW

HD	CHIP RAM	FAST RAM	PRICE
214Mb (IDE)	2Mb	2Mb	...£1962.99
525Mb (SCSI-II)	2Mb	4Mb	.....£2256.99
1Gb (SCSI-II)	2Mb	4Mb	...£2551.99

All come with a 24hour on-site-response maintenance guarantee from ICL, one of the UK's Largest computer repair contractors.

4000 ACCESSORIES

- 1Mb 32bit-SIM.........£45.99
- 2Mb 32bit-SIMMS.....£84.99
- 4Mb 32bit-SIMMS...£159.99
- 8Mb 32bit-SIMMS...£349.99
- 68882 25MHz Fpu......£74.99
- 68882 33MHz Fpu......£94.99
- 68882 40MHz Fpu...£124.99

A1200 HARD DRIVES UPGRADES

COMPUTER WORLD offer a FREE fitting service in store for Hard Drives to the A1200/A600 Ask for Steve or Chris. This Service is available seven days a week. Add £20 for additional warranty (only available from date of original purchase if proof of purchase is supplied). This service has already proved popular with hundreds of COMPUTER WORLD customers.

All 2.5" IDE Hard disks offer fast access time and supplied by leading companys like Western Digital/Seagate. Pack includes cable screws and software. 1yr warranty on all models!!

- **34Mb** -ideal starter size- ...£99.99
- **60Mb**.......... REDUCED! £149.99
- **85Mb**......... REDUCED! £179.99
- **170Mb**.........................£239.99
- **252Mb**............ NEW! £319.99

11 m/seconds access time, lightning quick

PCMCIA FAST RAM EXPANSION

- 2Mb.........................£114.99
- 4Mb.........................£169.99

GVP A1200 ACCELERATORS

NEW

GVP A1230 VERSION 2

FOR THE 1200 Runs at 40 and 50Mhz, up to 32 Mb of 60ns RAM, optional 50Mhz fpu, has a battery backed clock, has a new feature connector allowing easy addition of warrnty safe upgrades,(the first upgrade will be a SCSI controller) is also a 16-bit sound sampler, with direct to hard disk recording and video modules.

CLOCK SPEED	RAM	FPU	PRICE
40MHz	0Mb	-	....£244.99
40MHz	4Mb	-	.....£439.99
40MHz	4Mb	68882	..£537.99
40MHz	8Mb	-	...£634.99
50MHz	0Mb	-	....£369.99
50MHz	4Mb	-	.....£564.99
50MHz	8Mb	-	...£762.99

A1230 v.2 SCSI module £79.99

HAWK-A1200

RAM BOARD & ACCELLEREATOR

NEW

1. Battery backed clock
2. Two year warranty
3. Upgradable to 8Mb with 32-bit simms 4. Option to add f.p.u.

POSSIBLE CONFIGURATIONS

RAM	FPU	PRICE
1Mb	--	£97.99
1Mb	20MHz (68882)	£147.99
2Mb	--	£126.99
2Mb	33MHz (68882)	£194.99
4Mb	--	£194.99
4Mb	20MHz (68882)	£244.99
4Mb	40MHz (68882)	£294.99
8Mb	--	£384.99
8Mb	40MHz (68882)	£479.99

HARD DRIVES

FOR THE A500/500+

GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Using high spec fast-access QUANTUM Hard Drives with 2 yr. guarantee.

500/500+ HD8+

- HD8+ 42 Mb £194.99
- HD8+ 80 Mb £249.99
- HD8+ 120 Mb ...£299.99
- HD8+ 213 Mb £564.99
- HD8 controller only £179.99

BOOST YOUR AMIGA'S PERFORMANCE WITH EXTRA MEMORY - £44.99 PER Mb

SHARP TV/MONITOR

1. 14" Remote Control colour T.V. + monitor. **2.** Infra-red remote control. **3.** On Screen display for colour and volume adjustment. **4.** On/off timer, flash back feature. **5.** 40 channel programme memory. **6.** Connect to computer for Amiga via RGB scart socket. Scart cable included.

CW PRICE £189.99

MEMORY

A 500+1Mb.....£39.99
Expand to 2Mb using trapdoor expansion port. Boards have 2 yr replacement guarantee.

A 500

- ½ Mb inc. clock.....£29.99
- ½ Mb no clock £19.99

A 600

- PA 601-populated-1Mb.....£39.99
- PA 6020 PCMCIA cards 2Mb...£114.99 4Mb...£169.99

3.5" DISKS

Don't confuse these quality disks with others currently available. 3.5" 100% certified error free 70% clip. All disks inc. FREE quality labels.

- 10.......... £4.99 25...... £12.99
- 50....... £22.99 100..... £39.99
- 200...... £72.99 500.. £174.99
- 750... £259.99 1000..£339.99

Now in stock! TDK branded 3.5" DS DD diskettes boxed in 10's with labels. Top quality media from the experts!

- 10.......... £5.99 50....... £28.99
- 100........ £52.99 500.. £249.99
- 1000 CW Disk Labels......£9.99

MONITORS

STOP PRESS! STOP PRESS!

PHILIPS 8833 MK II COLOUR MONITOR

STAR BUY

Computer World have reserved the last batch of this outstanding Philips monitor, widely regarded as the best value for money screen for the Amiga. This is positively your last chance to buy.

STOCK IS AVAILABLE 12th JUNE 1994

ORDER PROCEDURE

1. Phone telesales where your order will be logged and your details taken.
2. You will then be given a unique reservation number.
3. Your order details will be filed, BUT no money will be debited until the day of despatch.
4. We will contact you prior to despatch to confirm that your order is still required

WHAT YOU GET...

PHILIPS 8833 MKII CGA 14" Full Colour Monitor • 1 year on-site warranty • FREE connecting cable ADD £4.99 for dust cover ADD £10.00 for monitor stand.

ALL FOR....£239.99

COMMODORE 1084......£209.99
14" Monitor Ideal for A500/500+600/1200 • 1 year warranty. Add £10.00 for monitor stand

COMMODORE 1942........£339.99
14" Monitor Ideal for A1200/4000, AGA, 28mm Dot Pitch, Tilt 'n' swivel stand, Built-in Stereo Speakers, Works with ALL Amigas in most resolutions, 1 years warranty.

MICROVITEC

Cubscan 1440........£404.99
14" 0.28mm Dot Pitch, CRT 15-40Khz with digital memory sizing.

Autoscan 1438........£299.99
14", 0.28mm Dot Pitch, 15-38Khz MPR2 compliant (suitable for all Amigas) No Sound, add £29.99 for speakers

MONITOR ACCESSORIES-

- 14" dust covers..................£4.99
- 14" tilt & swivel stand.....£13.99
- Anti-glare filter screen....£19.99
- A4 copy holder...............£12.99

MULTI-MEDIA

Computer world are a major stockist of rombo's multi-media products for the Amiga and P.C. Be assured that we offer extensive technical backup on all Rombo products and that the majority are on demo in our showroom.

Vidi Amiga 12 RT....£139.99
Real-time colour capture from any video source with AGA support ...IN STOCK NOW!

Vidi Amiga 24 RT....£214.99
24-Bit Real-time colour capture from any video source for the professional/serious user with AGA support ...IN STOCK NOW!

Vidi Amiga 12 (AGA version) .... REDUCED! £71.99

Rendale Genlock 8802 FMC
IN STOCK NOW! £169.99

AMIGA CD32

The worlds first 32-Bit CD games system has been released - sending shock waves through the industry!

CD-32 ONLY £279.99

NOW WITH FOUR GAMES FREE INC: Digers, Oscar, Dangerous Streets and Wing Commander

FEATURES: A4 size footprint, 2Mb 32-bit graphics, 128K flash memory (storing scores), Includes Diggers & Oscar, built-in workbench, Plays audio CD's.

- Microcosm..................£39.99
- Unbelievable release!
- Liberation...................£29.99
- FMV Module.............£194.99
- FMV FILMS-
- Top Gun.........................£14.99
- Naked Gun 2½...........£19.99
- Pandora's CD - Over 500 Mb of Sound, Clip Art and Animation on one feature packed CD! £4.99

3.5" DISK DRIVES

All drives feature super slim design, enable-disable switch, thru port and come with a 1 year replacement guarantee!

Amitek External Slimline Drive................£56.99
Slimline Anticlick and virus checker I year warranty (inc. Sony Mechanism)

Amitek Internal Drive £49.99
For Amiga 500 and 500+

Disk head cleaner £3.99

JOYSTICKS

All Joysticks are fully micro-switched unless stated.

- Saitek Mega Stick........£14.99
- Zipstick.......................£14.99
- Scorpion+....................£14.99
- Scorpion Junior............£9.99
- Competition Pro 5000..£14.99
- Competition Pro Clear..£14.99
- Competition Pro (Mini)..£18.99
- BUG (Green)................£14.99
- Konix Analogue...........£14.99
- Cruiser Black..............£11.99
- Gravis Amiga Game Pad £19.99

ACCESSORIES

FOR THE A1200

- **A1200 real-time clock £13.99** incl. 1 yr warranty & rechargable battery
- A1200/600 HD prep disk £3.99
- Control Centre (Inc. FREE cables).......................£36.99
- Dust Covers £5.99
- Multi-Sync Monitor adaptor cable.............................£12.99

PROBABLY THE NORTH OF ENGLAND'S BEST AMIGA SUPER STORE

PROBABLY THE NORTH OF ENGLAND'S BEST AMIGA SUPER STORE



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THE NUMBER 1 CHOICE FOR VALUE & SERVICE



H.P. Colour 310..........................£224.99

H.P. Mono 310..........................£259.99
Inc. the official HP colour kit & mono cart.

Optional Cut Sheet Feeder for the 310.......£49.99

HP 510 Mono...£249.99
Successor to the top selling 500 Mono

HP Deskjet 520............
Quiker & quieter NEW! **£249.99**

HP Deskjet 550 Colour.... £499.99
SPEC 4 x faster than previous HP range. HP printers come with 3 year warranty.

HP Laserjet 4L..£602.99
SPEC 4 ppm. laser easy to install & use • no on/off switch. 1 tray 100 input 50 output. 26 scalable typeface's, Max of 2Mb.



Ask telesales about Star Prestige Coverplan

LC-100 Col. (9PIN)..**£134.99**
LC24-100 Mono (24PIN) **£169.99**
LC-24-20 II Mono (24PIN) **£199.99**
LC24-30 Col. (24 PIN)..**£219.99**
LC24-300 Col. (24 PIN)..**£289.99**
XB24-200 Col..........£379.99
SJ48 Bubblejet.........£219.99
LS-5 Laser..............£559.99
Dual Bin, 0-5 Mb GREAT VALUE!
LS-5ex Laser.............£639.99
as above with 1Mb 600x300 dpi.
LS-5TT Laser...........£899.99
as above with 2Mb
SJ-144....................£424.99
A stunning thermal printer. Full 360 x 360 dpi, in both mono and colour, 3 ppm in mono, 1.4 ppm in colour. Can print up to 600cps. CPS Sheet feeder as standard, virtually portable printers, small footprint. Zoom mode to offer easy printing in A4 A5 and A6 sizes. NOW ON DEMO IN-STORE!



SUPER DEALER

"A printer for everyone that can be used by anyone"

SPEC **1.** 24 PIN printer **2.** 80 column **3.** New Citizen Easy start software **4.** 192 cps draft cps letter quality **5.** LQ fonts including 2 scalable. **6.** 50 sheet auto feeder as standard.

ABC Mono.....£142.99
ABC Colour...£162.99
Swift 90 Colour £159.99
9 PIN printer, fast, quiet, additional fonts, 2 yr warranty & v2. driver disk
Swift 240 REDUCED **£219.99**
Colour printer with 2 yr warranty & v.2. Amiga driver disk
Swift 200 Col..£189.99
Colour printer with 2 yr warranty & v.2. Amiga driver disk



MAJOR DEALER

CANON BJ 10Sx REDUCED **£186.99**
SPEC Fast print times, more fonts, 95% Amiga Gold, inc. BJ10 Sx Driver Disk!

CANON BJC 600 ...£539.99
SPEC (Colour) 360 dpi New print control for non banding solids • Fast dry inks that don't blur or mix • Online Black ink for true black on same page • Prints on plain paper, OHP film special papers and envelopes • Epson/IBM emulation + Canon advanced drivers • Built in 100 sheet autofeeder • Auto cleaning.

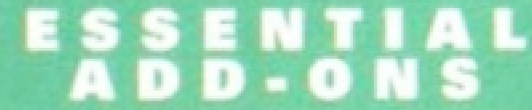
CANON BJ 200 .... REDUCED **£244.99**
SPEC 95% Amiga Gold Features include: 300 dpi. • Min 80 page Auto sheet feeder • minimum 3 pages per minute

CANON BJ 230.............................. REDUCED **£321.99**
Wide carriage version of BJ200

CANON BJ 300...£429.99
80 column bubblejet laser quality output.

CANON BJ330...£499.99
136 column bubblejet

ESSENTIAL ADD-ONS



Official double life HP Black ink cartridges.......£24.99
Official double life HP Colour ink cartridges.......£29.99

Canon Canon

BJ 10 dust covers...£5.99
BJ 200 dust covers..£5.99
BJ 10 ex/sx ink cartridges £17.99
BJ 200 ink cartridges £24.99
BJ C 600 ink cartridges (each)......................£9.99
Autosheet feeder £49.99
For BJ 10 ex/sx



Printer Stand.......£7.99
Dust Cover............£5.99
Mono Ribbon.......£5.99
Colour Ribbon....£13.99
Autosheet feeder....£79.99



SJ-144 CARTRIDGES
Pack of 3 Mono......£26.99
Pack of 3 Colour.....£26.99

AUTO SHEET FEEDERS
LC20.......................£57.99
LC200.....................£59.99
LC24-200.................£62.99
LC24-20...................£62.99
SJ48.......................£49.99

COMPUTER WORLD PRINTER PACK SUPPLIED WITH ALL PRINTERS

1) 1.8m std. printer cable. **2)** 250 sheets of Top quality paper. **3)** Authorised Amiga Driver disk.

PRINTER BUYERS GUIDE

When buying a printer for your system it's always wise to check the dealers credentials first.....

1. Are they OFFICIAL UK dealers?
2. Are they on demonstration in store?
3. Do they supply OFFICIAL printer drivers?
4. Do they supply everything you need for immediate operation ie printer cable, paper etc.?
5. Can the dealer supply the authorised consumables
6. Will the dealer be able to offer after sales service?

COMPUTER WORLD answer yes to all the above questions, that is why we sold thousands of printers to Amiga owners in 1993 by offering expert advice, prompt delivery along with excellent after sales support.

COMPUTER WORLD are officially supported by CITIZEN, CANON, HEWLETT PACKARD, and STAR.

LEADS & CABLES

Midi-Midi 2m..£3.99 Disk Drive ext £9.99
Midi-Midi 3m..£4.99 Mod. ext....£9.99
Midi-Midi 5m..£5.99 Amiga-Scart...£9.99

Mouse/Joystick ext.........£4.99
Mouse/Joystick splitter....£4.99
Serial/Modem cables.......£9.99
Amiga-Multisync......from £9.99
Amiga-Microvitec..........£9.99
Amiga-CPC monitor..........£9.99
Amiga-RGB/TV...................£9.99
SCSI Cable various..........£9.99
Amiga-8833MkII................£9.99
Joystick long ext...........£4.99
Printer 1.8m...................£5.99
Printer 2.0m HQ............£7.99

MODEMS

U.S. ROBOTICS
AUTHORISED RESELLER 5 YEAR WARRANTY

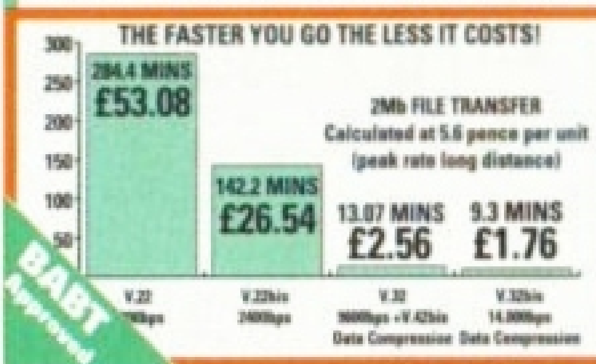
The No 1 name in fax modems, US Robotics pride themselves on high quality modems at an affordable price. They come backed with a 5 year warranty and are fully BABT approved.

THE SPORTSTER £244.99
Comes Complete with opticomms 2 software and standard Amiga to Modem Cable. This modem incorporating data pump technology, operates at 14400 bps standard. It is 50% faster than 9600 bps modems and has full error control and data compression. It has the ability for throughput to reach 57600 bps.

93%

THE SPORTSTER 2496 + FAX £139.99
Includes opticomms 2 software, std. modem cable. Cut down version of the above Sportster - but still fast and superb value!

WHY IS SPEED SO IMPORTANT?



Courier V32 bis+fax.£389.99
Includes opticomms 2 and std modem cable.

Courier HST Dual 16.8 +Fax £529.99
Includes opticomms 2 and std modem cable.

Courier Terbo... NEW **£479.99**
Includes opticomms 2 and std modem cable.

Courier HST Terbo NEW **£621.99**
Inc. 5 yr. warranty opticomms 2 and std modem cable. These modems are very fast, connected to another Terbo will give you a max speed of 21.6 or 14.4 if connected to any other modem.

Approved for connection to telecommunications systems specified in the instructions for use subject to the conditions set out in them

MICE/TRACKBALLS

GOLDEN IMAGE
Mega Mouse 2........£12.99
400 Dpi (Direct replacement for Mega Mouse 1)
Optical Mouse.........£29.99
High precision pointing device
Crystal Trackball......£37.99
Infrared Mouse.......£47.99
Cordless and rechargeable top selling innovation.
Optical Pen Mouse...£29.99
8mm mouse Mats.......£3.99
Auto Mouse/Joystick Switch £15.99
Don't damage your Amiga's ports! This device saves wear and tear, and makes switchover *FAST*.

ACCESSORIES

TV modulator (For the A500/500+) .... NEW **£29.99**
Amiga power supply unit....**£39.99**
Premier Control Centre.......**£34.99**
For the A600,A500 and A500+
DATA SWITCHES-(25 pin D type)
2 way.......**£15.99** 3 way....**£17.99**
4 way...............................**£19.99**
Connecting Cable for the above..**£9.99**
Action replay cartridge..........**£54.99**
For the A500/500+
Hi-Fi Stereo Speakers............**£39.99**
Dust Cover A500/500+.............**£5.99**
Dust Cover A1200.....................**£5.99**
Dust Cover A600 ....**£5.99**

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FLATBEDS

Epson scanners offer the ultimate in flexibility, technical specification and value for money. For more information call 0532-350091 and ask for the Epson info line.

GT 6500 REDUCED **£589.99**
GT 6500 SCSI..£789.99
GT 8000.......£999.99
GT transparency adaptor £479.99
GT document feeder
For automated O.C.R...**£729.99**
Art Department Pro Scanner Software Compatible with GT 6500, GT 80000, 6000 and E5300C, E5600C, E5800C...............**£104.99**

SCANNERS

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Power Scanner 4 (mono) £119.99
With a new interface this handscanner produces 256 greyscale images on AGA machines, will scan in 64 greyscales, (non-AGA AMIGA can only display 16 colours) add colour to greyscale images or add text to scans.

Power Scanner 4 + OCR £159.99

GOLDEN IMAGE -
ALFA SCAN £139.99
Scan and Save • Migraph Jnr. OCR software • 400 dpi • 256-Grayscale • Not A1200/4000 compatible.
ALFA SCAN...........£169.99
Touch up an merge it • Migraph Jnr.OCR software • 400 dpi • 256-Grayscale • 100% compatible with all Amigas.

AMIGA MUSIC

Pro-Midi 2 Interface .... ONLY **£24.99**
NEWLY CONFIGURED pro quality midi interface is very flexible. It has four ports 1 in, 2 out, and 1 thru (inc. FREE midi lead)

GVP Digital Sound Studio+ £64.99

'MIRACLE' KEYBOARD REDUCED **£249.99**
It really does teach you how to play!!!
Full size keyboard with built in MIDI interface • 100 onboard sounds with effects • ability to customise lessons by use of artificially intelligent software!!

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We stock the best range of Bruce Smith books
Mstr. Amiga DOS 3 Ref A-Z NEW **£21.95**
Mstr. Amiga DOS 3 tutorial NEW **£21.95**
Assembler Insiders guide... NEW **£14.95**
A1200 Next Steps.............. NEW **£14.95**
Little Blue Workbench.......... NEW **£4.95**
Mstr. Amiga DOS Vol 1.............**£21.95**
Mstr. Amiga DOS2 Vol 2..........**£19.95**
Mstr. Amiga DOS3 ....**£19.95**
Mstr. Amiga W.B. 2...........**£19.95**
Mstr. Amiga Printers.........**£19.95**
Mstr. Amiga System..........**£29.95**
Mstr. Amiga AMOS............**£19.95**
Mstr. Amiga AREXX............**£21.95**
Mstr. Amiga Beginners......**£19.95**
A600 Insiders Guide...................**£14.95**
A1200 Insiders Guide.................**£14.95**

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ACCOUNTING
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Money Matters.... NEW **£39.99**

System 3E.................£54.99
Cashbook Combo.........£54.99

FRACTAL SFX & IMAGE PROCESSING
Vista Pro 3..................£49.99
Vista Lite (Cut down version uses less memory) NEW **£54.99**
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Video Back up £56.99
Pixel 3D Pro...............£99.99
Can Do v..2.......... NEW **£99.99**
Make path for Vista.....£32.99
Art Department Pro v2.5 new version........................£134.99
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Deluxe Paint 4 AGA.....£69.99
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Adorage.....................£69.99
Helm .... NEW **£89.99**
Montage 24..............£279.99

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Mini Office................£39.99
Gold Disk Office 3......£49.99

LANGUAGES
Blitz Basic v2 ...... NEW **£56.99**
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Amos Professional......£39.99
Amos Pro Compiler £28.99
Easy Amos..................£25.99
Cygnus Ed Pro 3.5......£74.99
Hisoft Basic...............£39.99
Hisoft Extend............£16.99
Hisoft Dev Pac...........£59.99
Hisoft Pascal.............£64.99
Lattice C v6.5..... NEW **£269.99**

WORD PROCESSING & DTP
Wordworth v3.... NEW **£109.99**
Pro Text 6.......... NEW **£94.99**
Wordworth v2 (aga)....£44.99
Final Copy Release 2.2.£69.99
Pen Pal 1.5 ....£29.99
ideal for single disk system!
Final Writer (AGA)......£99.99
Pro-Page v4.0.............£89.99
Pagestream v2.2........£69.99
Pagestream v3..........£279.99
Soft Faces Vol 1-4........£59.99
Soft Clips....................£42.99
Turbo Print Pro v2.0 ..£36.99
Kindwords..................£24.99

MUSIC & SOUND
Deluxe Music Construction v2 ....£69.99
Bars & Pipes Pro v2...£224.99
Kits for Bars and Pipes (various) £39.99
Super Jam v1.1..........£79.99
The Patchmeister........£62.99
Triple Play Plus.........£164.99
SyncPro.....................£184.99
AMAS 2......................£74.99
Clarity 16.................£114.99
Quartet......................£39.99
Stereo Master.............£29.99
Megamix Master.........£29.99
Techno Snd Turbo 2 ....£36.99
The Music Librarian....£29.99
Meglo Sound..............£29.99

UTILITIES
Video Back up £56.99
P.C. Task....................£39.99
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GB Route Plus.............£36.99
Directory Opus v4.0.....£49.99
Gigamem.......... REDUCED **£49.99**
Quarterback Tools Deluxe £98.99
Quarterback v6.... NEW **£52.99**
X-Copy Professional....£29.99

VIDEO PRODUCTION & TITLING
Big Alternative Scroller v.2 ....£59.99
Broadcast Titler 2 Hi-res £174.99
Font Pack 1 for BT2...£86.99
Pro Video £164.99
Scala 500 ....£79.99
Scala Pro....................£179.99

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Quoting your Credit Card No.

VISA • EUROCARD • SWITCH • MasterCard • Access

For Customers not able to visit our Showroom we offer one of the fastest and most complete mail order services available.
STANDARD DELIVERY (4-5 days) FREE
Next day delivery only £6.00 • 2 day delivery £5.00

BY POST TO:
PHOENIX COMPUTER WORLD, UNIT 2, YORK TOWERS, 383 YORK ROAD, LEEDS LS9 6TA.
Please make cheques payable to Phoenix. Allow 5 working days for cheque clearance.
*Same-Day Despatch on Credit Card Orders/ bankers draft/ building society cheque/Postal orders.

FAX: (0532) 350702

HOW TO FIND US



E&O.E.* All sales subject to our terms and conditions of business, prices can vary either up or down. Please confirm current price when ordering

TRUST US...

Every month, *Amiga Format* brings you the best in game reviews. We are committed to telling you exactly what is right or wrong with the game, and we don't pull our punches.

Once, we were all punters too, and all of us have had a nasty experience with duff games at some time.

We don't want that to happen to you, so every game we recieve has a whole host of tests to pass before it gets our ultimate accolade – the *Amiga Format* Gold.

We stick to four golden rules:

a) If a game isn't finished, then we won't review it.

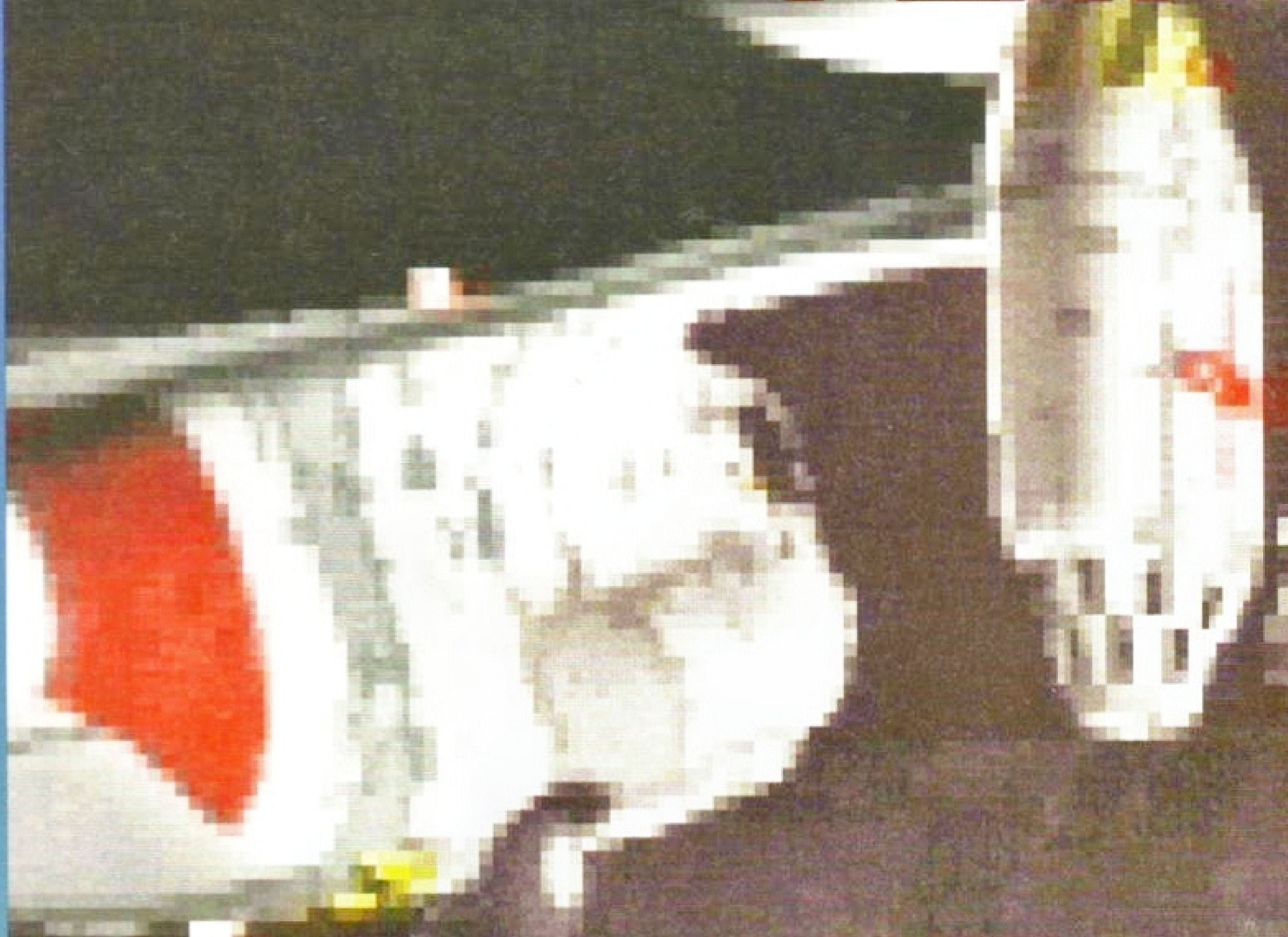
b) If it's poor-quality, then we will say so, no matter what the softies think of us.

c) We have never, and will never, review a game 'on-site'.

d) If we are forced to take sides, it will always be your side we take. Trust us, and we'll look after you.

IN THIS ISSUE...

SCREEN PLAY

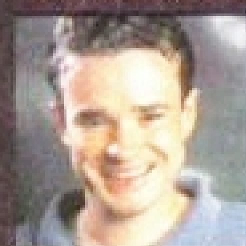


MICROCOSM

Is this what the world has been waiting for?

INTRODUCING OUR PANEL OF GAME REVIEWERS...

FRANKIE MEAD



'Mad' Frankie has been watching quite a lot of that telly series *The Underworld* of late. Every time we get a new shoot-em-up in the office he can be heard muttering, "Where's me blinking joystick? I'll do 'em and no mistake." Funny bloke.

TERRY BRADLEY



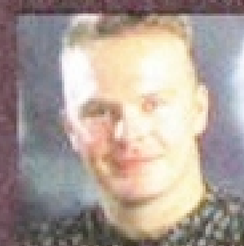
Well you can't tell from the poor lad's face but our Terry fractured his wrist playing football recently. Funny thing is, he seems to have done a lot more work since it happened. Now, I wonder what we can do to get more out of him this month?

PINBALL JONES



Formerly known as Rich, Pinball decided that the time had finally come to assert his identity - and good old deed poll was the only way. We can only be thankful he didn't plump for the name of his favourite table, Creatures of the Black Lagoon (Jones).

VINCE DYSON



The gaffer has upped and left the office and is now firmly ensconced around the corner in his own little den. Easy life, we thought - out of sight, out of mind. Not so. He just bellows instructions over the top of his ghetto blaster. Doh.

The Nightmare Is About To Begin ....

DARKMERE

In this 3D isometric adventure you play the role of Ebryn.
As heir to the throne, your dying father gives you the sword with which he slayed the mighty dragon.
Journey through three extensive levels of atmospheric gameplay in your quest to uncover the mysterious curse of the Darkmere and avenge the people of the village - this time for ever.







True Rôle-Playing Game

•

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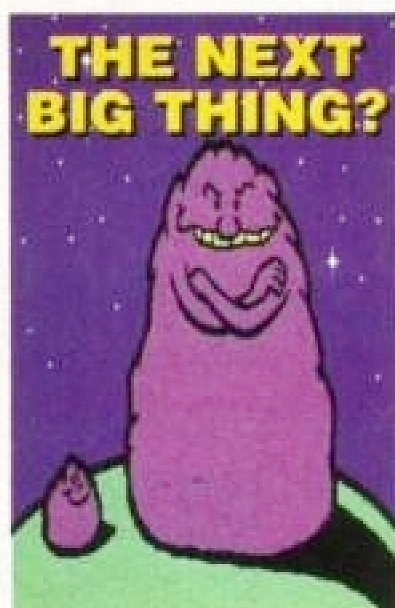






DARKMERE

Compatible with all Amiga formats (1 meg only)

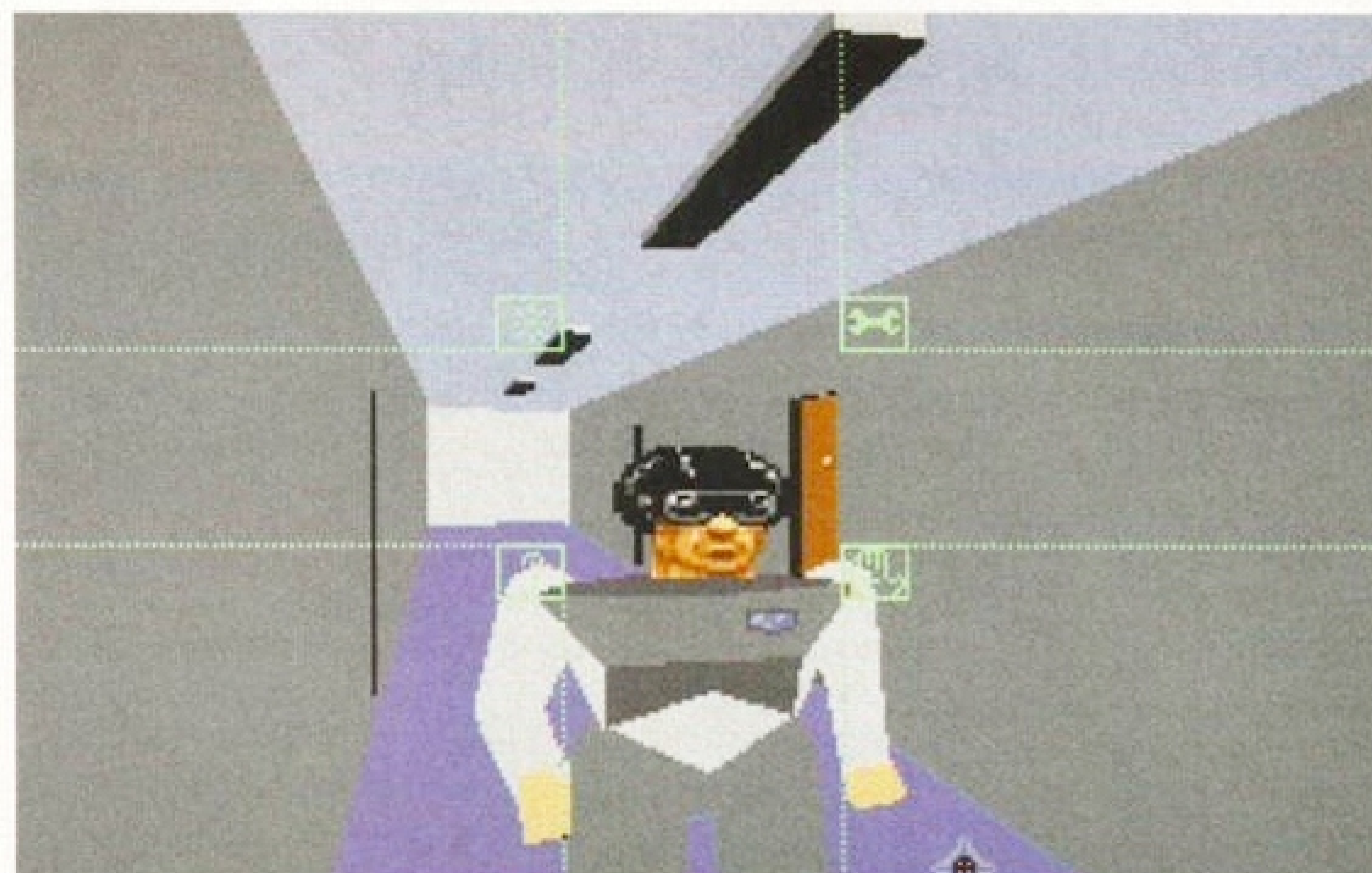


CYBERSPACE AND DREAMWEB

From books to movies to rock 'n' roll, cyberpunk is big business these days, but it's never more at home than on the Amiga as Rob Mead discovers.



***Dreamweb* hero Ryan pauses midway through his killing spree and pops down to the bank to check his Direct Debit transactions. If only dreams were always so simple.**



There are literally millions of locations for you to explore in *Cyberspace* and even more people to meet. The green stuff is your cyberpunkish Head Up Display.

Until the early 80s, the future was seen as a utopian universe, filled with hi-tech cities, gleaming spires and untold wealth and technology, even nightmare visions of the future portrayed the world in the same way.

Cyberpunk changed all that. Through the science fiction novels of William Gibson, among others, the future has been portrayed as a teeming, densely overpopulated nightmare where life is cheap and only the wealthy and powerful have control over their own destinies. Enter *Dreamweb* and *Cyberspace*, two new cyberpunk adventures from Empire Software.

Based on the role-playing boardgame of the same name, *Cyberspace* takes you to 2090 and drops you in New Boston, a city dominated by a collapsing government, repressive mega corporations, drug abuse and random violence. Programmed by ODE Developments – the team behind highly-acclaimed tanks sims *Team Yankee* (*AF*16, 81%) and *Pacific Islands* (*AF*35, 93%), *Cyberspace* is based around a 3D playing environment, reminiscent of *Legends of Valour*, where characters lead their own lives irrespective of your own activities within the game. According to the game's producer Rik Yapp, *Cyberspace* features over 7.5 million locations for you to explore and millions more people you can meet.

“ Spectacularly violent with plenty of blood, gore and even a smidgen of sex, *Dreamweb* bursts on to your screen. ”

Being an RPG, *Cyberspace* offers you the chance to choose from six pre-generated characters, each with their own occupation – Net Junkie, Sleaze, Sneak, Killer, Tech Rat or Jockey – or you can generate your own.

The kind of game you play depends on your character, yet you always end up coming to the rescue of your best pal who's ultimately abducted by one of the megacorps and his secret plans stolen.

Central to the game is the cyberspace arena itself. Accessed by logging into one of the netstations located within each building, cyberspace is a wire-frame, battlezone world full of viruses, defence programs and data which you have to bypass, destroy and access respectively. From cyberspace you can find out all kinds of information about other characters and the megacorps which control them.

Dreamweb, meanwhile, offers a similarly nightmarish view of the future, but brings a very different slant in terms of gameplay. Viewed from an overhead perspective, *Dreamweb* is a graphic adventure spread over 30 locations with more than 200 rooms to explore and 80 different characters to interact with. The plot revolves around the dreamweb of the title, "an endless dwelling of thought" which controls the world's waking state.

Unfortunately the seven keepers of the dreamweb have become irretrievably infected with evil, throwing the world into chaos. It's your job to kill all of the seven keepers so the dreamweb regenerates.

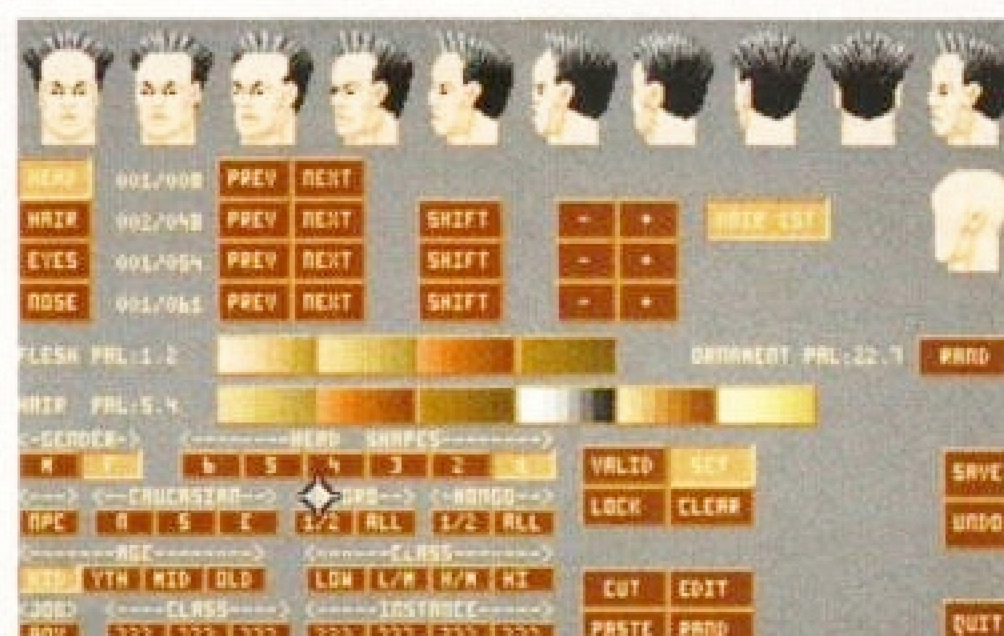
Spectacularly violent with plenty of blood, gore and even a smidgeon of sex, *Dreamweb* bursts on to your screen. The top-down perspective may seem unusual in a graphic adventure, but it enables you to see all the objects and characters in a room as you enter it and doesn't try to fool you with a distorted perspective. Every single object in the game can also be used or manipulated in some way and there's a detailed text description for each object so you always know exactly what you're dealing with.

Graphically, the game has a dark, foreboding atmosphere with 4,000 frames of animation and a decidely *Blade Runner*-ish feel to keep it all rolling along smoothly.

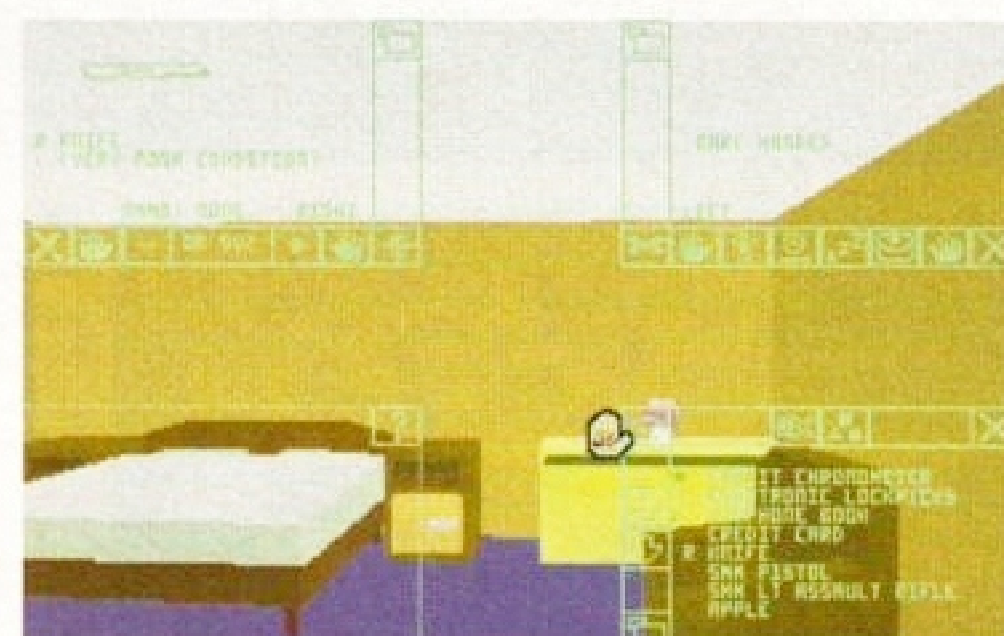
Dreamweb is released in April, with *Cyberspace* following one month later. Both games will sell for £34.99 each. Empire are also planning CD32 versions of the games, but this has yet to be confirmed.



***Dreamweb*'s *Blade Runner*-ish world is filled with grisly discoveries like this one. Or did you do it yourself?**



***Cyberspace* enables you to pick one of six default characters or create a unique one of your own.**



After a hard day careering around the future, there's nothing more relaxing than a good cybersleep.

COMING AT

Rob Mead looks forward to a feast of footie fun that's coming your way to celebrate the World Cup. Shame that England aren't going to be there, or Scotland, or Wales.

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

APRIL

Beneath A Steel Sky	Virgin	Format Gold-rated adventure gets delayed
Breach 3	Impressions	*Cannon Fodder*-style strategy game
Bump 'n' Burn	Grandslam	Cartoon racing game in Super Mario KartClassic
Arcadia compilation	Alternative	*Space Invaders*, *Pacman* and more...
Crash Dummies	Virgin	Dangerous driving reaps rewards for this pair
Elfmania	Renegade	Finlandian beat-em-up gets postponed again
Hired Guns CD32	Psygnosis	Originally an FG 95 per cent, now on CD32
Kings Quest 6	Sierra	Latest episode in RPG saga from Revolution
Myth CD32	System 3	Old beat-em-up gets new lease of life
Robinson's Requiem	Daze	Fight for your life in this survival simulation
Second Samurai CD32	Psygnosis	Mev Dinc's highly playable hack 'n' slash sequel
Sibwing	Acid Software	Graphically stunning 3D shoot-em-up
Simon the Sorcerer CD32	Adventure Soft	Britain's answer to *Monkey Island*
Soccer Kid CD32	Krisalis	Stylish football-based platform game
Theme Park	EA	Make more money than EuroDisney with Bullfrog
Zool 2 CD32	Gremlin	Help Zool, Zooz and Zoon defeat the evil Krool

MAY

Battletoads	Mindscape	Oft delayed froggy beat-em-up hangs in there
Captain Dynamo CD32	Codemasters	The world's oldest superhero arrives on CD
Champ Mgr - End of Season	Domark	Footie management sim gets update
Dennis and Gnasher	Alternative	Adventures with Beano's mischievous heroes
Dizzy CD Collection	Codemasters	All your favourite egg games on one CD!
Dreamweb	Empire	More cyberpunk romping around
Empire Soccer	Empire	Timely arcade footie game from Graftgold
Flight of the Amazon Queen	Renegade	Graphic adventuring antipodean-style
Frontier: Elite 2 CD32	Gametek	Braben's Format Gold-winning *Elite* sequel
Humans 1 & 2 CD32	Gametek	Prehistoric platform puzzler
Impossible Mission 2025	Microprose	Revamped version of old Amiga classic
James Pond 3	Millennium	The ultimate fish in his ultimate adventure?
On the Ball	Daze	Football management game from German
Pinkie	Millennium	The world's most athletic marshmallow
Putty Squad AGA, CD32	System 3	Malleable stars make surprise comeback.
Super Stardust CD32	Daze	Enhanced version of Bloodhouse stormer
Turbo Trax	Daze	Top-down racer in *Micro Machines* mould
Uridium 2 CD32	Renegade	Andy Braybrook's stunning shoot-em-up

JUNE

Banshee	Core Design	Brazilian top-down airborne shoot-em-up
Brutal Soccer	Millennium	More blood and guts than a Millwall away match
D-Day	Impressions	Topical strategy wargame from the specialists
Darkstone	Core Design	Defeat the forces of evil in this isometric RPG
Diggers CD32	Millennium	Toby Simpson's puzzler leaves CD32 bundle
England World Cup 94	Grandslam	More cash-in quick arcade footie action
Evasive Action	Mindscape	*TFX*-style arcade flight sim
Flying Circus (title TBC)	Empire	Thrills and spills in WW1 flight sim
Formula One (title TBC)	Krisalis	Rotherham's answer to Nigel Mansell
Legacy of Sorasil CD32	Gremlin	Isometric medieval RPG now on shiny disk
Overlord/D-Day	Virgin	Rowansoft recreate the great invasion

WORLD CUP FEVE

As the world and his dog gears up for the World Cup footie spectacular in the States this summer, Anco, Sensible Software, Sierra and US Gold unveil their contenders for the Amiga's own fantasy football league.

First out of the tunnel is *Kick Off 3* which has abandoned the famous top-down view of the Dino Dini originals (*Kick Off AF*1, FG91% and *Kick Off 2 AF*13, FG94%) and opted for a side-on view of the action.

Features of this radically-altered new version include a full World Cup option with 32 international teams and a key player concept, where up to nine players in a team are allocated special skills which affect the way they play on pitch.



It's all over, it is now! Sierra's World Cup '94 could give all the other footie contenders a run for their money this summer.



Kick Off 2 fans could be shocked and dismayed to discover that Anco have changed the familiar top down perspective with *Kick Off 3*.

Striker it lucky

For example, a Playmaker has excellent vision and splits the defence with long passes, while the Target Man has heading skills and can be found easily by the wingers. The game has Arcade and Simulation modes, which enable you to play a fun-filled match with pre-selected teams and no injuries or a more realistic game with offside rules, fouls and a customisable squad.

● *Kick Off 3* goes on sale in June, price to be announced. More details from Anco on 0322 292518.

World Cup USA '94 is an officially-licensed product from games giants US Gold. This time the game is viewed from a more conventional top-down perspective and features a whole host of customisable options including a Glue facility which enables you to decide how much the ball to stick to your players' feet.

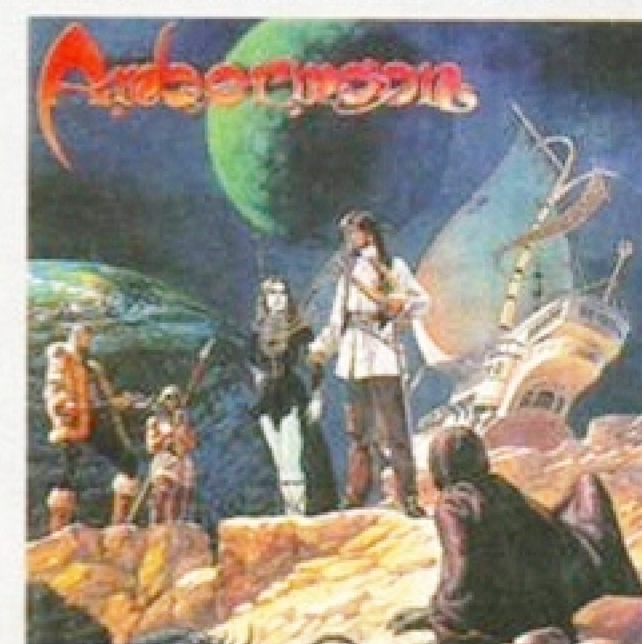
Although the game borrows heavily from *Sensible Soccer* and the *Kick Off* series there are plenty of

UNDER AN AMBERMOON

It's been a long time coming, but Thalion's long awaited sequel to *Amberstar* (*AF*42, 81%) is finally here.

Set 60 years after the original role-playing adventure, *Ambermoon* finds the moon of Lyramion being pulled out of its orbit, sending it smashing into the home planet, and splitting it into 13 different islands for you to explore.

The game is three times bigger than the original *Amberstar* and features a 360 degree 3D dungeon system, improved fight sequences with real-time zooming and nine disks of solid gameplaying action. *Ambermoon* is out now, price £34.99. Contact Thalion on 021-449 4464 for more details.



Thalion offer more exciting hack 'n' slash role-playing action with *Ambermoon*.



Fancy a game of *Battle Chess*? I'll just check, mate. It's puns like that, that make AF great. *Battle Chess* is out now.

KNIGHT TAKES QUEEN 7

Oxfordshire-based publishers Interplay are following up the release of *Castles 2* (AF56, 76%) on CD32 with a 32-bit version of old classic *Battle Chess*. Previously available for CDTV machines, *Battle Chess* enables you to do a Nigel Short and construct all kinds of complicated manoeuvres to fox your human or Amiga-controlled opponent, then watch the mini animated battles which take place between the rival pieces.

With 10 difficulty levels, 2D and 3D boards, and an on-line help facility *Battle Chess* could help introduce the world's ultimate strategy game to a whole new audience. The game is available now, price £29.99. More details from Interplay on 0865 390029.

TRACTIONS

R GRIPS SOFTIES



Play any team in any league anywhere in the world, that's the startling promise on offer in the eagerly-awaited *Sensible World of Soccer.*



US Gold coughed up the licence fee and are now the proud publishers of the official World Cup footie game, er, World Cup USA '94.

novel features and the World Cup licence should ensure its success.

● *World Cup USA '94* goes on sale in May or June, price to be announced. Details from US Gold on 021-625 3366.

Not to be outdone, Sierra On-Line are consolidating their recent return to the Amiga world with Sierra *World Cup Soccer '94*. Developed by *Starglider 2* programmer Steve Dunn, the game features some of the most imaginative and realistic animations ever seen in a footie game, including stretcher teams carting off injured players, the referee dishing out cards, and players protecting their privates in the wall.

The gameplay is pretty stunning too and the action replay feature enables you to analyse those crucial goalmouth disputes in slow motion.

● *Sierra World Cup '94* goes on sale in April, price to be announced. Contact Sierra on 0734 303322.

Winger takes all

The most eagerly-awaited game of all, though, has to be *Sensible World of Soccer*, the follow-up to *Sensible Soccer* (*AF*36, FG91%).

The new game retains the original and highly-playable perspective but features 1,500 teams enabling you to play virtually any side in any league in any country. Phew!

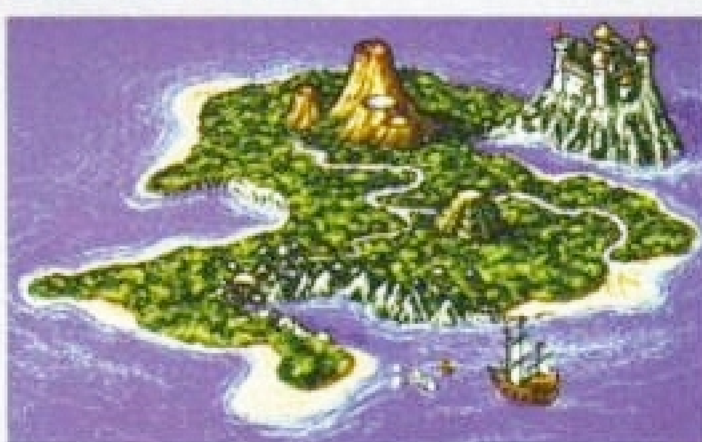
Most startling is the inclusion of a One Player Career Game which puts you in the shoes of either a manager or player/manager. The first gives you all the usual management sim options, but the second lets you play every fixture over a 20-year period, that's 1,000 matches in total.

● *Sensible World of Soccer* is released in August, price £25.99. Phone Renegade on 071-481 9214 for further details.

PLATFORM PIRATES

Krisalis are jumping ship and heading back to 1641 for their latest platform game *Traps and Treasures*.

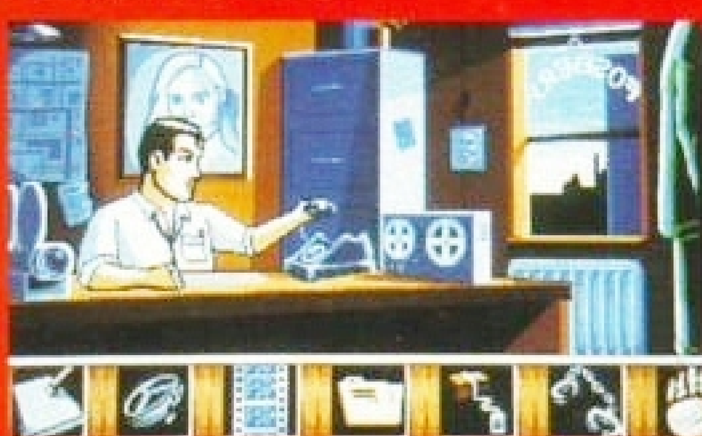
Captain Jeremy Flynn is on the trail of the evil pirate Redbeard who's pinched his ship, abducted his crew and stolen all his gold. You have to help Jeremy get all his goodies back by leaping your way around a desert island, avoiding the traps and collecting all the treasure. Call Krisalis on 0709 372290.



Shiver me timbers! A pirate hero is ready for action in the platformer *Traps and Treasures.*

WE ARE DETECTIVES

A detective adventure set in London in 1939, is the latest CD32 release from Domark. *Herewith the Clues* is based on Dennis Wheatley's novel and CRL's 1990 hit (*AF*10, 80%) of the same name. The game makes the most of the CD32 format with digitised graphics, animated sequences and a CD-quality soundtrack. *Herewith the Clues* is out now, price £29.99. Call Domark on 081-780 2222 for more details.



Police Commissioner Fosberry sets off in search of a terrorist cell in *Herewith the Clues.*

SHANDAR STRIKES AGAIN

If you're a fan of Silmarils' role-playing games, then you'll be pleased to hear that the next installment in the *Ishar* saga will be available from April.

Evil wizard Shandar has miraculously survived your attempts to kill him in *Ishar 2* (*AF*50, 79%) and now needs a new physical body to inhabit. Unfortunately for you and the people of Kendoria, he's busily eyeing up Wohratax, an enormous, immortal winged beast and last of the Black Dragons. Your task is to kill the dragon before Shandar takes over its physical form and assumes total power over Kendoria. The major differences between *Ishar 3* and its predecessors is the use of animated film sequences and the ability to choose any one of 100 characters to make up your team. Owners of *Ishar* and *Ishar 2* can also reload their existing teams. You can also indulge in a spot of time travel and, er, use of animal companions.

***Ishar 3: The Seven Gates of Infinity* will be available at the end of April, price £29.99. You can phone Daze Marketing on 071-328 2762 for further details.**



Dungeons, dragons, monsters and mayhem are yours to discover and defeat in *Ishar 3.*

GREMLIN'S DEVILISH JOURNEY



The little boy with a big job to do, lazy curmudgeon Mutt explores a cartoony labyrinth in search of the Mystic Pizza of Plenty in Gremlin's platformer *Litil Divil.*

Can you imagine a life of Sundays? All the shops are shut, the pubs close early and there's nothing to watch on TV except Doris Day movies and fly fishing programmes. Forever. Well life in the Underworld's a bit like that. Its inhabitants slob, sleeping, dozing, and doing nothing, except on one day a year when a Grand Council Meeting is called and someone is chosen to bring back the Mystic Pizza of Plenty.

Litil Divil is Gremlin's latest cartoon adventure and stars one of the grumpiest heroes ever to grace the Amiga. Mutt is the laziest member of the Underworld race and this year it's his turn to try and find the Pizza. There are five levels and 50 different puzzle rooms for the slovenly Mutt to explore, each one packed with stunning animations and gorgeous backdrops.

The game is released on CD32 only in July, price £34.99. More details from Gremlin on 0742 753423.

IMPRESSIONS BUILT MY HOTROD

Strategy specialists Impressions are filling the gap left by the BMW takeover of Rover with *Detroit*, an automobile sim which enables you to create your own car empire.

You get to design and build your own range of cars, build factories and assembly lines, employ workers and market your products across the globe. It all sounds great fun, especially when you're faced with competition from three other human or Amiga-controlled opponents and the constant threat of strikes, war or industrial espionage.

***Detroit* is due to be released in May, price £34.99. For further details Impressions can be contacted on 071-351 2133.**



Drive fast, die young and cause complete and utter chaos on Britain's roads with Impressions' latest strategy sim *Detroit.*

CU AMIGA

97%

"The ultimate in space adventure, Frontier is the single most important step forward for games this decade."

PC ZONE

95%

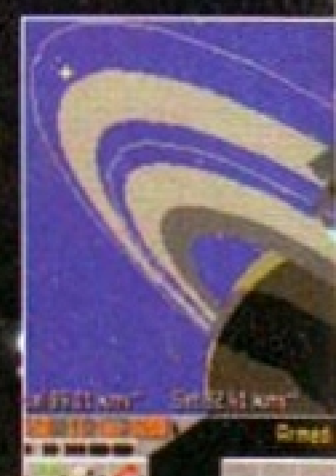
"Unrivalled classic, nothing comes close."

AMIGA ACTION

93%

"Frontier is probably the best game I have ever played. This offers everything you could want in a game of this type."


PC Screen shot


AMIGA

DA
BRA
PRES

FRON

ELI
II

THE ONE

96%

KONAMI

only the very best

Available on PC,


Screen shot


PC Screen shot

VID
BEN
ENTS

TIER

I T E

C & VG

96%

“One of, if not the, biggest games ever, Frontier is a title that will make the rest of your software collection obsolete.”

AMIGA FORMAT

90%

“Frontier sucks you in and keeps you hostage. It's a monster.”

PC REVIEW

9/10

“The best space game ever.”

“Like Elite before it, Frontier is a game that rises above its feeble competitors like a colossus and will be talked about in awe for years to come. It's better than you could ever have dreamed it to be.”

GAMETEK

mature with time

AMIGA, ATARI ST

by Konami. Distributed by Gametek

The games industry has finally bowed to Government and media pressure and introduced a system of self-regulation, but what does it mean for the average games player? Rob Mead investigates.





The tabloid press had a field day with stories blaming virtually all of society's woes on computer games. Top: the discarded Monitor Man logo.

Computer games are evil. They are the primary cause of car crime, under-age sex, rape, murder and pub violence, while the children and adults who play such games are depraved, insatiably sadistic monsters.Unbelievable? Well, that's the story according to tabloid editors and producers of TV programmes such as *World in Action* who have launched something of a moral crusade against the games industry over recent months.

Now the industry umbrella organisation the European Software Publishers' Association (ELSPA) has struck back with a system of self-regulation, a classification system which is being introduced to steal the tabloids' thunder and allay the fears of parents and politicians .

Scare stories

The media first turned its attention on the games industry in January of last year. Both the *Daily Mail* and *The Sun* printed a story (Nintendo killed my son) about the tragic death of Jasminder Bassi who suffered an epileptic fit while playing video games on his TV.

Although it is more likely that Jasminder's condition was triggered by the flickering of the TV screen and was not the result of playing games, it was enough to unleash a spate of scare stories about video games.



ELSPA Secretary Roger Bennett announces the self-regulation scheme at a recent press conference in London.

Shortly after the death of Jasminder, a *World in Action* documentary claimed that playing computer games made children violent and anti-social. This was followed by a *Daily Star* story (Video games are blamed for creating violent kids), which linked the abduction and murder of two-year-old James Bulger with games playing.

It is easy to dismiss such stories as sensationalist scaremongering, but the games industry was sufficiently rattled by the threat of Government legislation to launch its own system of self-regulation.

Monitor Man

The scheme, which was to have been phased in between this month and May, featured a Monitor Man logo and a rating. But the logo has now been scrapped and several console games manufacturers have voiced some disquiet about the ratings system.

However, ELSPA are determined to go ahead with the system which was devised in conjunction with the Video Standards Council, and which classifies 95 per cent of games according to four age ranges: 0-10, 11-14, 15-17 and 18+. The remaining five per cent will be games

THE ELSPA GAMES PLAYERS' CHARTER

The charter is a crucial document outlining commitments and guidelines from the games industry. These are the main points...

The members of ELSPA agree to:

Help parents make informed choices about their children's game playing.
Issue an age suitability rating for each game as a guideline for parents.
Help lead the fight against pornographic and illegal software.
Follow the Video Standards Council's Code of Practice.

ELSPA asks parents to:

Help us encourage children to follow the guidelines listed below.
Check what children are playing as you would oversee what they watch TV.
Check the suitability of the age range of the games they are playing.
Watch out for pirated or illegal software and report it to the police or ELSPA.



Zool and a friend help launch the ELSPA games rating scheme.

ELSPA asks games players to:

Play in a well-lit room.
Not play games for hours on end.
Play the full distance possible from the screen.
Stop playing immediately if you feel unwell and consult a doctor.
Use a specialist monitor rather than a TV, if at all possible.
Not play at all if you are prone to photo-sensitive fits.

Copies of ELSPA's Parents' Guide to Computer and Video Games and Gameplayer's Charter should be available from your local games stockist.



Footie platformer *Soccer Kid* gets a Suitable For All rating thanks to its cute gameplay and colourful graphics.

WHAT THE INDUSTRY SAYS

We asked three top games people what they thought of the decision to introduce self-regulation in computer games. Here's what they had to say:



Jon Hare, Sensible Software

"I sincerely hope it means we can do what the f*** we want. Hopefully it means we can put proper things in games. There are a lot of adults playing games now and wanting entertainment so you're going to be able to put adult stuff in there. I think it's a brilliant idea. As long as it works properly, it gives us true freedom within the 18 bracket."



Keith Smith, Millennium

"The self-regulation scheme, in theory, will work. What remains to be seen is whether the industry is prepared to abide by it and adhere to the letter and not the spirit of the system... Some software companies may include scenes which aren't directly relevant to the game in order to get a more marketable certificate (an 18+ rating)."



Charles Cecil, Revolution Software

"I really applaud what ELSPA have done. I think it shows that the industry is very genuine about wanting to put itself forward and present a responsible face. I hope that all the publishers choose to stick by it. There will be situations where profits will be affected by this, but I hope they put their principles before their profits."

which contain a higher violent or sexual content. These will be subject to classification by the BBFC (British Board of Film Censors).

Central to the new system is the Video Standard Council's Code of Practice which effectively prevents certain kinds of act being portrayed in computer games. These are:

Sexual intercourse
Random and gratuitous violence
Excessive tasteless nudity
Aggression towards vulnerable women and children
Excessive blood and gore
Racial hatred
Alcohol and drug abuse
Encouragement of tobacco use
Encouragement of criminal acts
Use of sexual expletives

Every game released by ELSPA's 62 members will be judged against the above criteria and classified. Games such as *Zool* and *Sensible Soccer* will be deemed Suitable For All, *Jurassic Park* will get an 11–14 rating and *Mortal Kombat* a 15–17 classification.

Astoundingly, the classifications will not be awarded by the BBFC, Video Standards Council or even ELSPA, instead individual software houses will decide for themselves



From right: John Pascoe (Operations Manager of the Video Standards Council), Peter Luff (Tory MP for Worcester), Mark Strachan (Chairman of ELSPA), Bev Ripley (Executive Chairman of the Rhino Group PLC retail chain) and Sixte Denuelle (MD of Infograms UK) at the ELSPA press conference.

"It's easy to dismiss the scare stories, but the games industry was rattled."

what classification a particular game deserves. Obviously such a system appears open to abuse, but according to ELSPA secretary Roger Bennett, this is unlikely. He says:

"If publishers want to incorporate elements in a game which may push it over a certain age group in terms of the voluntary scheme, that's entirely up to them. But you have to bear in mind that the attention of the media is on the trade as a whole and, at the sharp end, it's the retailer who is getting most of the flak."

The reason for publishers classifying their own games is ostensibly a practical one. To submit each and every game to the BBFC for classification would hold up games for months as John Pascoe, Operations Manager at the Video Standards Council explains:

"Computer and video games are enormously complex and getting more so... It would not be practical for the BBFC to play through every level of every game published in order to classify them."

Computer game retailers such as Virgin, Future Zone and HMV have also thrown their weight behind the scheme, so it's unlikely that kids will be able to buy 18 Certificate games from legitimate retailers, although there will always be those who try and those who succeed.

Sex scenes

In any case, most games will be suitable for all, so it's unlikely that your enjoyment will be affected to any great extent. The only danger is that some programmers and publishers will include gratuitous violence and sex scenes so a game will receive an 18+ certificate,making it unobtainable, and therefore more sought after, by younger gamesplayers.

Because ELSPA's scheme is European-wide, you won't be able to hop over the Channel and buy games software elsewhere if you can't get it in this country (except perhaps in free-thinking Italy).

Eventually all countries, including the US and Japan, will adopt a regulatory scheme for computer and video games.

The problem is that ELSPA has no real power to prevent retailers or publishers from subverting the scheme, they can only express concern and exclude software houses from membership of ELSPA.

However, if the industry's attempts at self-regulation fail, Government legislation, and all the bureaucracy, bungling and meddling it entails, will become a sad reality. You have been warned.



Jurassic Park gets an 11–14 rating because of a T-Rex chase sequence where you get eaten alive.



Sensible Software's warmongering gorefest *Cannon Fodder* gets a 15–17 rating thanks to its grisly death scenes.



On-Line Entertainment's *Cover Girl Strip Poker* has a BBFC 18 Certificate, but the company is not a member of the scheme.



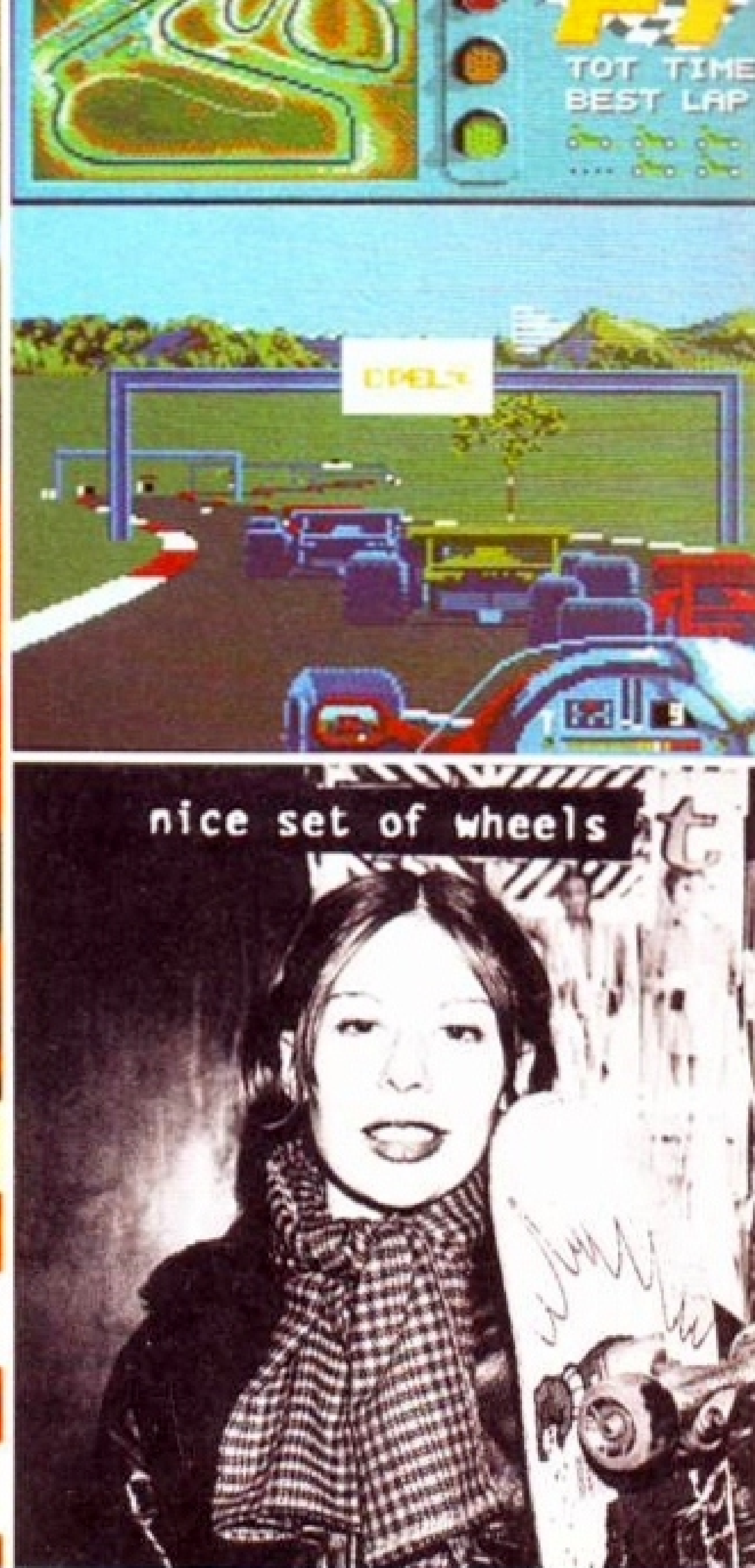


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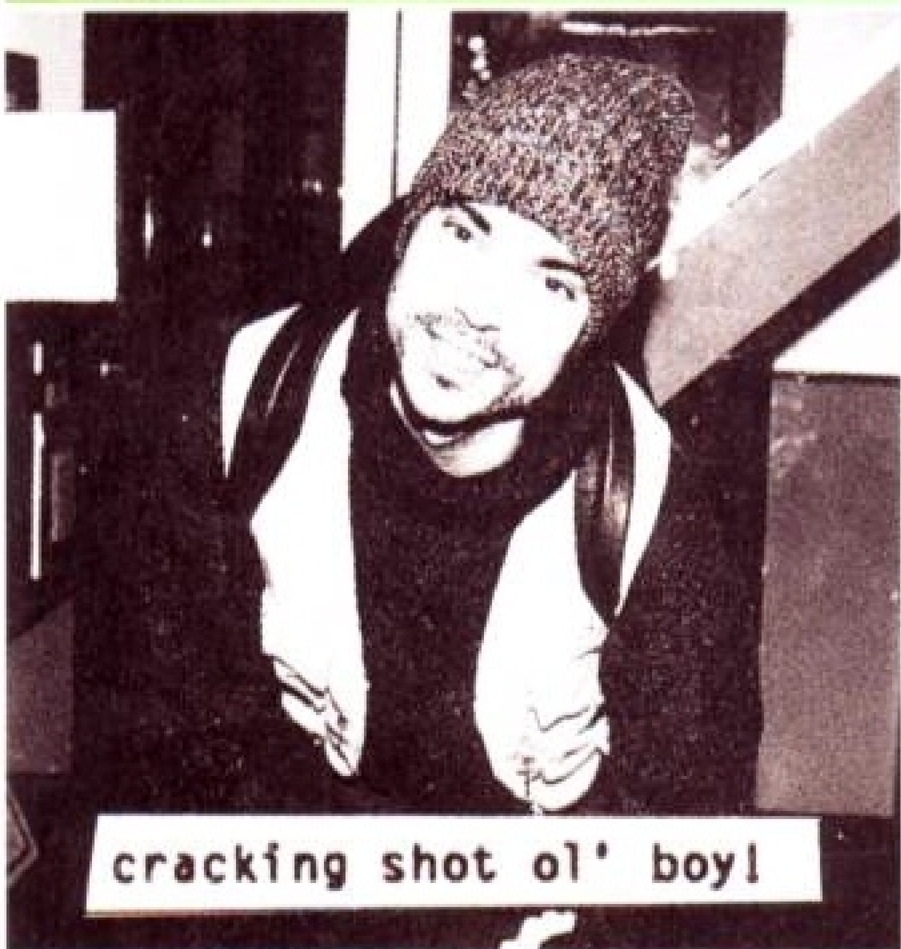
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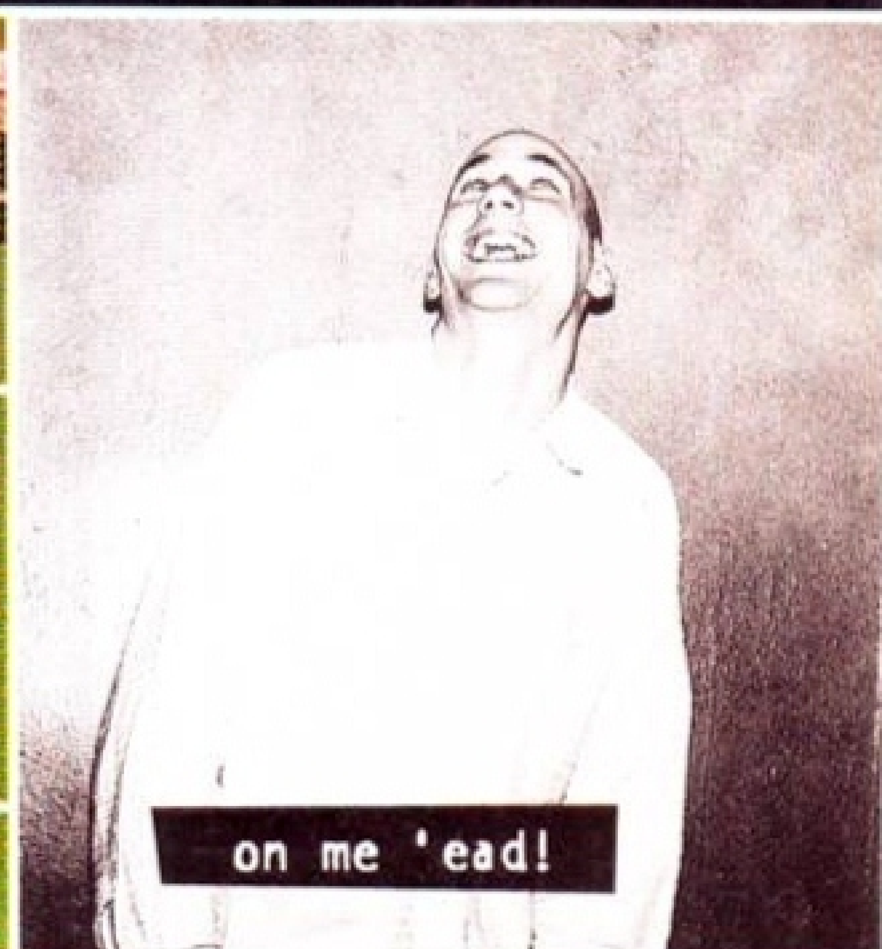
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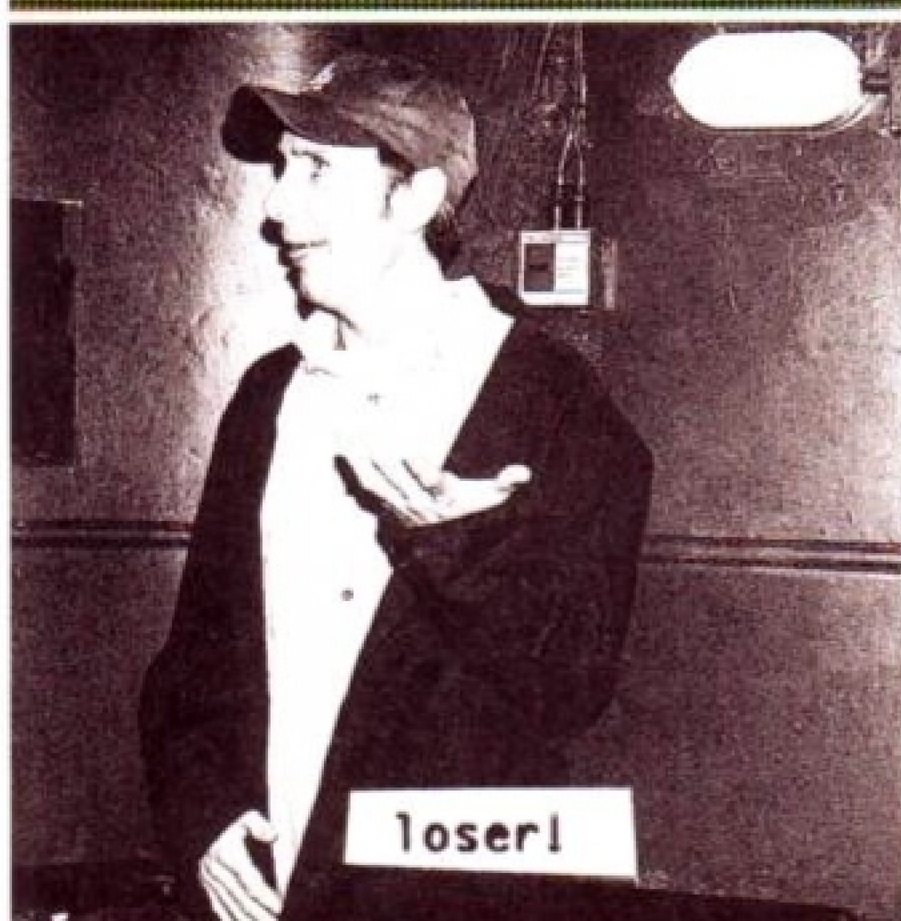
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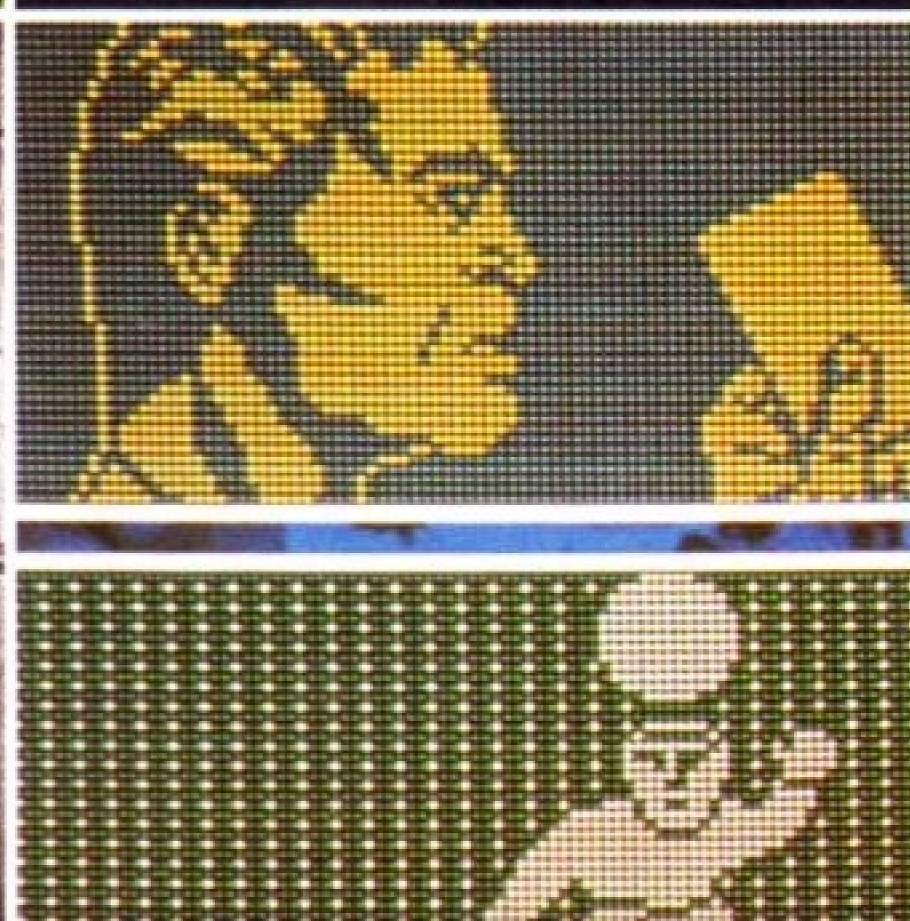


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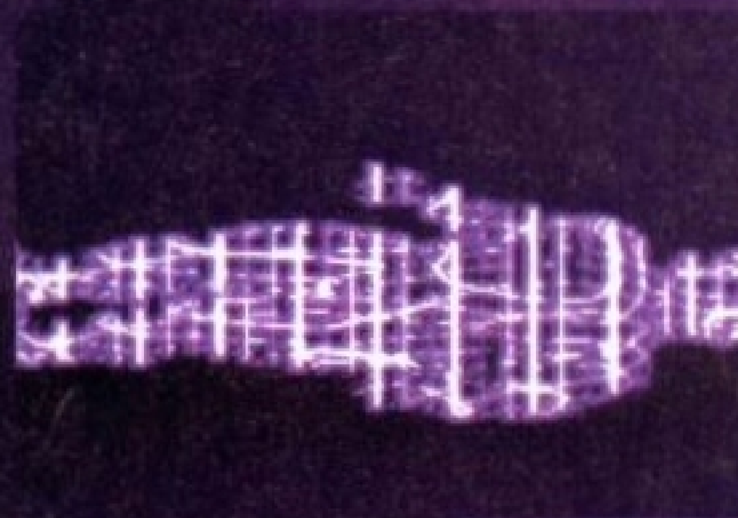




















Hi ho! Hi Ho! It's off to work you go. This particularly tasty bit of tunnel is the route you take to your submersible death machine.



"For one last time HAL, open the bloody pod bay doors!" Oops, wrong movie. Back to destroying Axiom ships it is then.



At the back of Korsby's mouth a very strange fact becomes apparent. He seems to have a supernumerary tonsil. A quick bit of laser surgery should sort that out. He should give BUPA a call on 0800 600 500.

MICRO

THIS is the one... this IS the one... This is the ONE... we've been waiting for. The immortal words of the Stone Roses. And I'm sure that when they wrote those words, they were thinking (using some bizarre clairvoyant powers brought on by prolonged living in Madchester and taking mind-expanding drugs) about Psygnosis' first CD32 game, *Microcosm*.

We have had our fair share of CD32 games, there are now more than 50 of them on shiny silver disc, and the number increases with every passing week. But, let's face it, most of them are simply A1200 games with CD quality music.

In some particularly poor cases, they are even A600 games on CD, with no enhancement to the soundtracks. So far, there have only been two real CD games issued for CD32. And *Microcosm* is the second. But it is The One.

I am going to go on a bit here, so for those who are getting restless: *Microcosm* is an average (OK a bit better than average) into-the-screen shoot-em-up. It takes place on a planet called Bodor in the Bator system. The storyline, and on CD these are far more important than they ever were on floppy, involves two warring corporations, CyberTech Inc and Axiom. *Microcosm* is a cyberpunk game which involves the hugely powerful, faceless corporations, and is set in a technologically-advanced, dark and moody future.

One of the corporations gets its boot boys to inject the president of the other corporation. But this injection contains something more sinister than a few milligrams of arsenic oxide. This injection has a whole host of micro miniaturised killing machines, bent on reaching the right hemisphere of the big cheese's brain and taking control of his conscious thought processes.

By buying this game, you have volunteered to be miniaturised, and injected into the cardio-vascular system of Cybertech's president Korsby,


You see that ugly bloke with the green complexion? That's you that is. And your ship is about to crash.


C'mon up to the lab, see what's on the slab. Korsby's body assumes the position, it's your job to save him.



In the sclerotid vein, or somewhere similar. Most of the big green things you find in *Microcosm* are not friendly. Shoot them. This one is friendly, but shoot it anyway, it gives extra energy, shield or other such fab pick-up style bonuses.



where you will fight to the death with Axiom's forces, to retain the sanity of your Chief Executive Officer.

Once the flash intro is over. We're talking serious flash, this is multi-storey rhodium-plated flash that has been buffed with Duraglit, you are left with a straightforward into-the-screen shoot-em-up. Sure, there are several different styles, depending on what area of the body you are in. There are several different types of craft for you to use in order to wage your war against the corporate micro-invaders. But when all is said and done it's just a game of *Space Harrier*.

You have to travel through the brains, bones and lobes of Korsby. You may take any section at a time, but you are barred from the right hemisphere until the other levels have been completed.

So why, if it's a merely slightly better than average game, has *Microcosm* scored the truly huge mark that you can see at bottom right?

Because it has the vision, the ambition and the polish to show us the way CD32 games are going to go. Because it has taken a huge step beyond anything that we have ever seen before. Because, while it hasn't delivered the levels of playability that Psygnosis have shown themselves capable of with games such as *Lemmings*, *Second Samurai* and *Hired Guns*, it promises that when they do combine those talents with this technology, computer games will be changed forever.

Don't buy this and expect to be completely addicted to the gameplay forever. It is decent, it is difficult and it is smooth, fast and huge. Buy this and expect to have your socks blown off.

Expect to go wow! every time you load it up for the first month. Buy this to make anyone who ever said the Amiga wasn't as good as their consoles eat their words. Buy it to listen to the excellent soundtrack. Buy this... and watch out for the next wave of CD32 games. I've seen the future and it's awesome!

Marcus Dyson

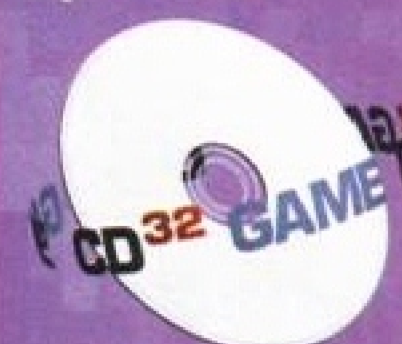


PROGRAMMERS
Pete Marshall, Richard Weekes, Stewart Sargaison, Russell Bartley

PUBLISHER
Psygnosis 051-709 5755

PRICE
£44.95

RELEASED
April 1994



GRAPHICS
1 2 3 4 5 6 7 8 9 10
The most awesome graphics ever seen in any Amiga game ever. Ever!

SOUND
1 2 3 4 5 6 7 8 9 10
Adequate in-game sound effects are dwarfed by the superb Rick Wakeman soundtrack.

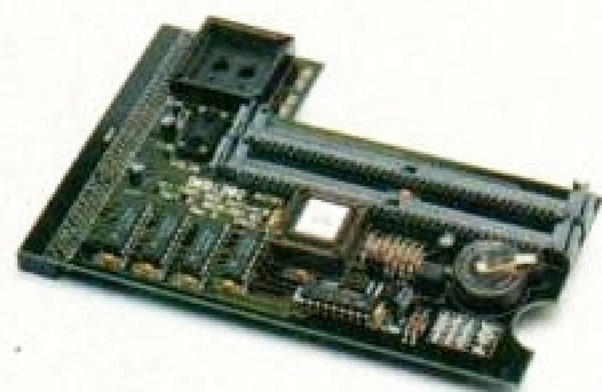
ADDICTION
1 2 3 4 5 6 7 8 9 10
OK underneath it all, the game itself is a bit average, but by definition, so are most games.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
The action is fast, furious and smooth. The game is huge and difficult to complete.

" The future of computer games starts here. This game may not be the most playable ever, but it will go down in history as an entertainment milestone. "

87%





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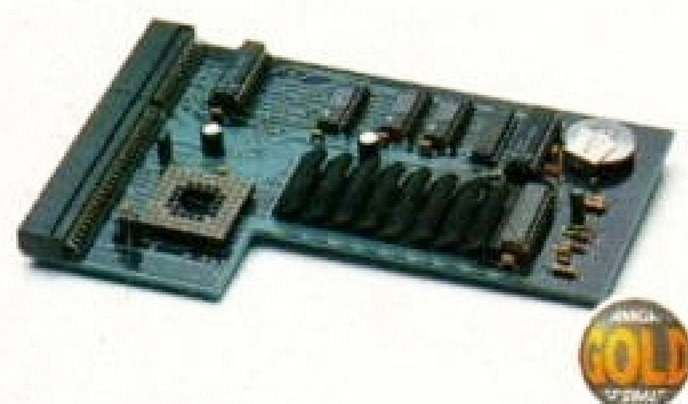
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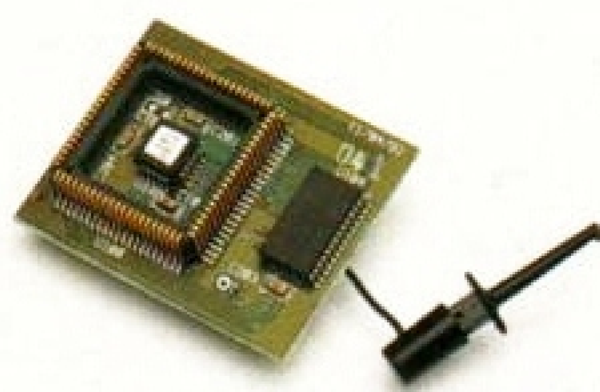
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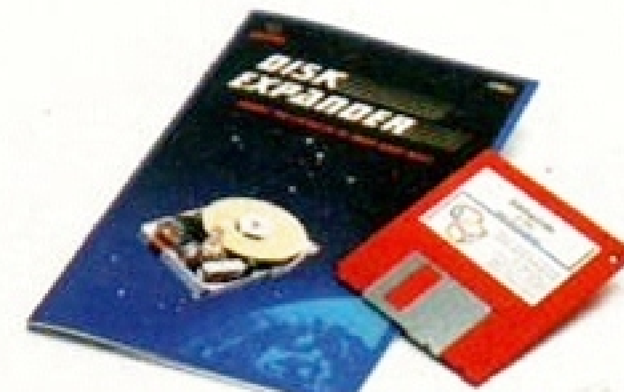
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The concept of DiskExpander was designed under the aspect of maximum data security and high compression speed. The user decides to which extent the data is condensed by choosing high or medium compression libraries and thus has direct influence on the processing speed.

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Disk Expander **£35**

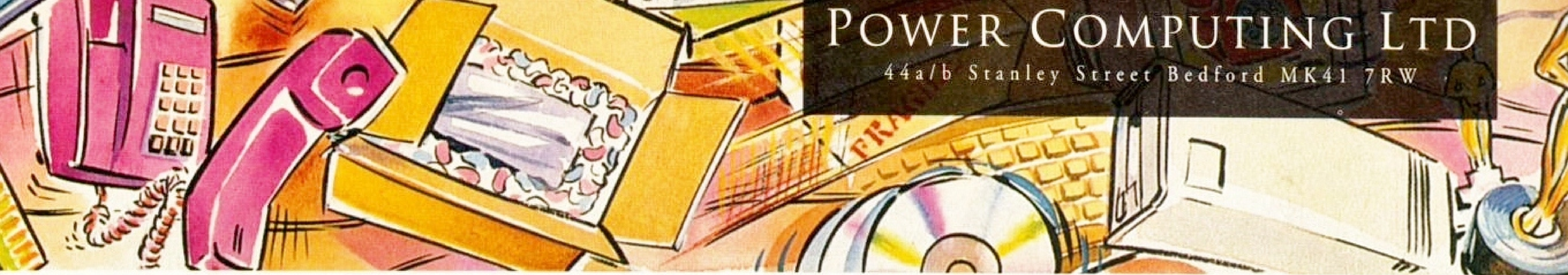
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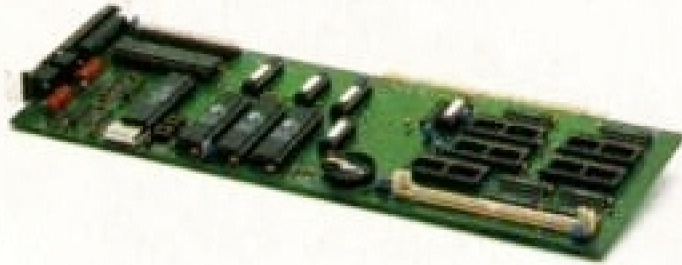
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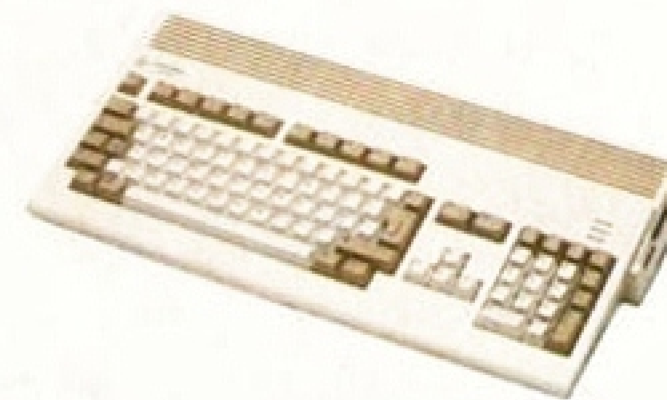


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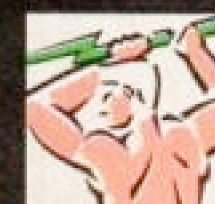
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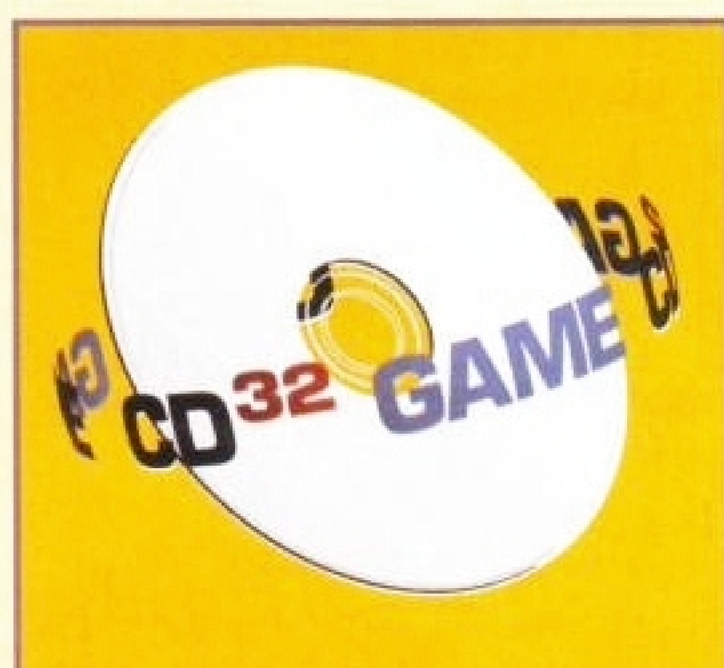
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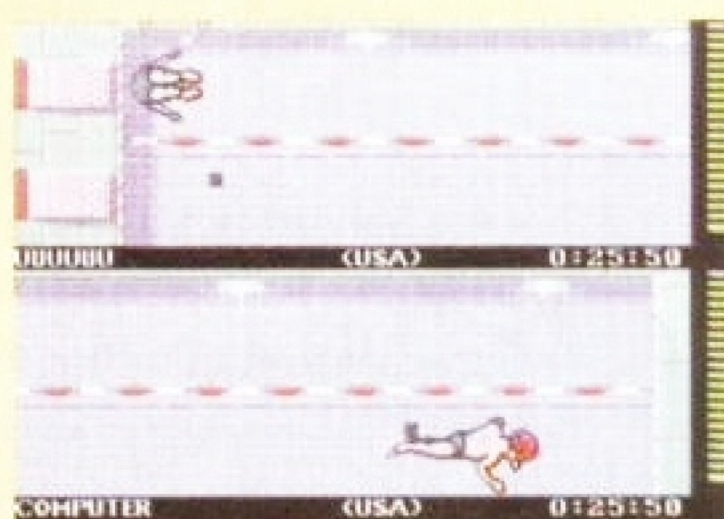
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As the CD32 releases flood in and the discs pile ever higher on Steve Bradley's desk, he gets stuck in and tells you what's worth buying and what's not from this month's offerings...

SUMMER OLYMPIX CD32

Flair Software 0661 860260 ■ £19.99 ■ Out now



David Wilkie never had to waggle this much. Still, there's no chlorine and the swimming caps are lovely.



White water canoeing sounds like a lot of fun. However, kayaking around a boating lake does not.

Step forward *Summer Olympix* – interesting spelling eh? It's a collection of sporting events for up to four players including such greats as kayak racing (like canoeing), archery, swimming and long jump.

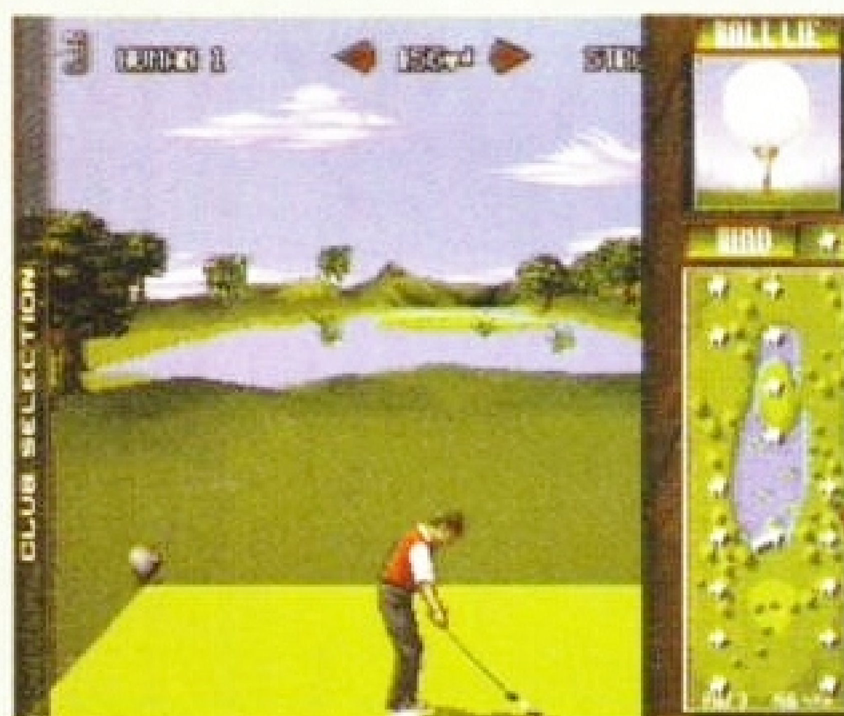
But the problem is, many of the (four out of eight) disciplines involve a great deal of joypad waggling which tends to turn your fingers blue. And this starts to annoy you after a short while.

The cartoon-style graphics suit this style of game and yes, it is aimed at the bairns (I sincerely hope it is otherwise Flair have got some serious reconsidering to do), but it still doesn't make it any good. If you're over 11 years old, avoid it.

46%

NICK FALDO'S CHAMPIONSHIP GOLF CD32

Grandslam 081-680 7044 ■ £34.99 ■ Out now





The countryside is beautiful, so even if you're rubbish, at least you can have a nice walk.

Nick Faldo's Championship Golf is the first golf simulation to appear for the CD32. Two courses together with three seasonal conditions give you six different playing options, but I'd liked to have seen a couple more courses, though, particularly when you consider the hefty price.

Up to four can play, or you can take on a computer player (Nick Faldo's a bit tasty). The well received floppy version first appeared over a year ago and it's been spruced up for the CD32. Graphically, it's much improved, as is the control method which is now both easier to get the hang of and more effective. It's certainly one of the prettiest golf games on any format but just a tad dear at £35.



82%

CHUCK ROCK CD32

Corkers 0332 297797 ■ £14.99 ■ Out now



Beer-fan Chuck has a wonderful belly and it comes in handy when you want to produce some Big Daddy-type manoeuvres.



It's a cruel world. Long-time rival Gary Gritter has 'borrowed' Chuck's chick (cheeky chap) Ophelia (I won't even say it) and now the quest is on to release her from his evil clutches. Charles has a huge beer belly, a decent kick and he can lift rocks at will – essential Stone Age skills.

It's a simple affair – jump the platforms, solve the odd puzzle; and the soundtrack will drive everyone within earshot mad. Prehistoric platform mayhem and decent, if dated fun.

79%

BUBBA 'N' STIX CD32

Core Design 0332 297797 ■ £29.99 ■ Out now



Spacehoppers are back in vogue. However, it seems the police don't share the same enthusiasm after they confiscated Leeds fans' very own at an Arsenal match. Boo.

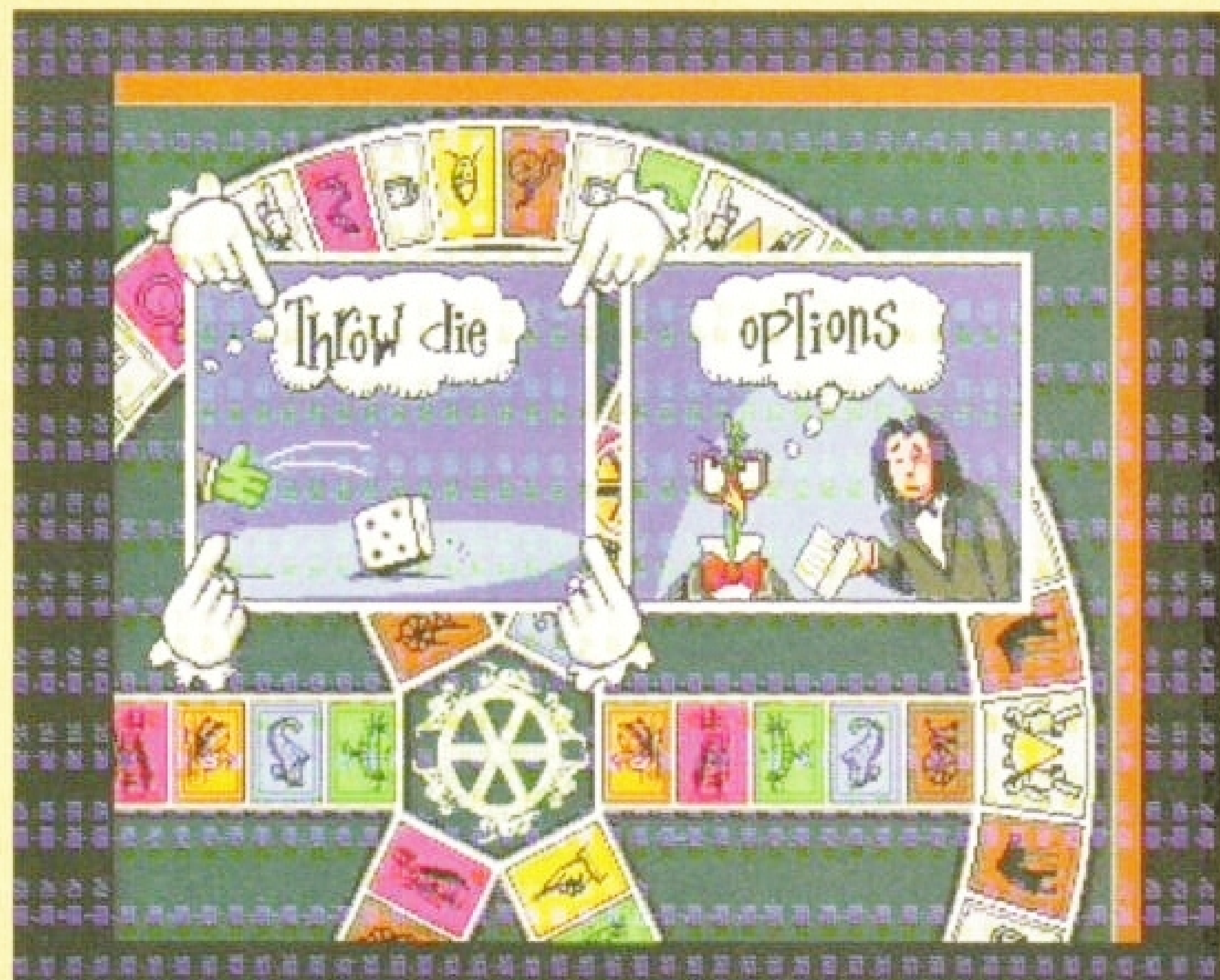
A stick as a sidekick, now there's a novel idea. Bubba's a delivery man and after being kidnapped in a spaceship full of creatures bound for a zoo, he teams up with Stix – he's the stick sidekick if you hadn't caught on – in an attempt to escape incarceration.

An odd tale admittedly, but it makes for one heck of game. Five levels of platforming combined with some fiendish puzzles to solve will have you tearing your hair with frustration. But *Bubba 'n' Stix* is quirky, the cartoony graphics look great and there are some superb thwacking noises to boot.

85%

TRIVIAL PURSUIT CD32

Domark 081-780 2224 ■ £29.99 ■ Out now



The set up is exactly the same as the *Trivial Pursuit* board game – only it's a lot more fun to listen to the idle banter of the characters, rather than drunken mates.

Everyone has played this game in one form or another – it's the most popular board game in the galaxy and because it relies on folk interacting, you wouldn't expect it to be much good on screen would you? Wrong.

This version has an animated bird called Russell as its host, and heck, the whole game is not only entertaining, it's very funny. There are pictures, animations and sound effects and with about 2,000 questions, you'd have to be as brainy as my Auntie Kath to finish that lot in a week. Recommended.

85%

THE GUINNESS DISC OF RECORDS

Commodore 0628 770088 ■ £34.99 ■ Out now



Unfortunately, this disc doesn't tell you who has consumed the most pints of Guinness in one sitting. Probably a bloke called Aidan Killeen - sounds Irish.

Eeh, it's just like having Roy Castle in your front room. And that lass from Bucks Fizz. No Roy, we don't want to hear you playing your trumpet. This is an interactive collection of over 6,000 fascinating facts including pictures, graphics and sound. Unfortunately, being an American product, it leans towards all things doodle dandy which is annoying at times. Aimed at the younger user, it's best used to browse through rather than as reference material. But as it says on the box, "Why fill a shelf when you can fill your mind?"

75%

HYPERION



Believe it or not, there was an enemy radar tower there a minute ago.

You're the last fighter pilot left to defend the planet against an unknown enemy. Sounds familiar? Well it is, but for 10 quid you're not going to get the complete works of Shakespeare, and they wouldn't be half as entertaining.

You have four lives to complete 10 missions to seek and destroy enemy targets. At the start of each mission, co-ordinates reveal the location of the targets, and then the fun starts. Controlling your aircraft is as tricky as trying to fry an eel while it's alive. But once mastered, you can become as acrobatic as Tony Curtis and Charlton Heston in *Trapeze*.



Oh dear, I've fallen over again. This thing is hard to control after several pints.

Hyperion has simple 3D polygon graphics, but the gameplay makes up for that, because it is difficult to handle, especially when you get to the later missions. A good game at a realistic price, it wouldn't cause embarrassment in an enthusiastic game player's collection.

HYPERION

PROGRAMMERS
In-house

PUBLISHER
Kompart 0438 840004

PRICE
£9.99

RELEASED
Out now

75%

MEGA MOTION



I've had my balls broken once again, time to go for a curry, me thinks.

Now here's an interesting little teaser. One hundred quite literally block-bustingly mazemungous levels, ranging from dead-easy to downright difficult. You control a string of rotating balls which you navigate by clicking either the left or right mouse button to anchor one or reverse the direction of the balls, respectively.

In each level the exit is obstructed by blocks which crumble as your balls hit them revealing different things according to their attributes. Some hold bonuses, extra lives and other goodies, while others contain nasty spiky things that break your balls. (No, sniggering in the back there, Jenkins!)

It's a good game for the price (£10). *Mega Motion* won't go down in the history books as one of the greatest games ever made, but it will occupy you while you're waiting for Ren and Stimpy to come on.

However, this game is a good one for kids because it encourages skills in simple problem-solving techniques essential to any young budding entrepreneur.

MEGA MOTION

PROGRAMMERS
In-house

PUBLISHER
Kompart 0438 840004

PRICE
£9.99

RELEASED
Out now



NEEDS 1 MEG

75%



WIN! A FULL-SIZED POOL TABLE

Playing pool is not just for down the pub – not when you've got the chance to sit at your Amiga and play Team 17's fast and feature-packed addictive game which goes by the name of *Arcade Pool*.

But in the same way as you play pool down the pub, the name of the game is to whack balls of a particular colour into one of six pockets, and then pot the black to clean up the match.

Now, we know most of you will have had a go at it already (on your Amigas as well as down the pub) because *Amiga Format* had an exclusive demo of the game on last month's Coverdisk. We can't wait to see the full version and are looking forward to reviewing it in next month's issue.

WIN! WIN! WIN!

But what we're giving you the chance to do here is to bring the pub atmosphere as well as the real game – in the form of a full-sized pool table – into your own living room.

Anyone who's wondering how we're going to get a full-sized pool table through the post – worry not. Being the kind of people to offer a full and complete service to our readers, managing editor Marcus Dyson, along with Team 17's director, Martyn Brown, are going to pack it in a van, drive up to your house, carry it into your living room, show you how to play a few games, and then leave you to argue with the rest of the family about why the sofa is in the hall and the coffee table is in the kitchen!

What you have to do

It's never been more simple – just answer the following three questions, put your answers and your name and address on the back of a postcard or sealed envelope, and send it to: Pot the shot comp, Amiga Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW by Friday 29th April.

1) UK 8-ball pool features red and yellow balls, what does US 8-ball pool feature?
a) Stars and stripes
b) Spots and stripes
b) Squares and stripes

2) What ball do you NOT want to pot at any time in the game of pool?
a) The red ball
b) The black ball
c) The white ball

3) How many balls are on a pool table at the start of a game 8-ball?
a) Fourteen
b) Fifteen
c) Sixteen

Thanks to Jamie & Lisa Fry for the use of The Assembly Inn, Alfred Street, Bath, Avon. Tel: 0225 333639.

THE COMPETITION RULES

1) No employee of Future Publishing or Team 17 may enter.
2) All entries must reach AF by Friday 29 April 1994.
3) The winner will be picked by *Amiga Format* and their decision is final.
4) No cash or alternative prizes can be offered.
5) You must have a room in your house, or at your local Youth Club or whoever you may care to give the pool to, which is bigger enough.
6) Send only one entry person.





His friends have been defeated or killed in battle, so Grimbeard the Dwarf is left to face this awesome confrontation with only a stone golem and his skeleton cronies.



The battle between good and evil rages over nine scenarios in the land of Kolchor.



As light and goodness fade you realise the price of failure has proved too high.

THE LEGACY OF SORASIL

There was a time back in the mid-1980s when you could go round your mates' house to invite them down the pub, only to find them dressed up in Viking gear and throwing oddly-shaped lumps of plastic at each other. Worse, when you finally got them out for a pint, they spent the evening calling each other Derek the Destroyer and Elvis the Elven Eliminator. Weird times indeed.

The cause of this strange phenomenon was *Dungeons 'n' Dragons*, a series of role-playing board game adventures which spawned countless imitators on the Amiga, including *Hero Quest*, *Legacy of Sorasil*'s predecessor.

This time you lead as many as four adventurers around nine scenarios which together form one campaign, the aim of which is to free the land of Rhia from the forces of evil. This you do by collecting two magic talismen, a healing amulet and an oracle stone.

Like *Hero Quest*, *Sorasil* simplifies the whole character generation process by giving each a set of attributes which you can customise to a limited extent on the Character Modification Screen. Of the eight characters you can choose from to make up your band of four, each also has his or her own trade: ranger, warrior, and magician, for example, so you can get a good balance of abilities in your team.

" Remember when your mates called each other Derek the Destroyer or Elvis the Elven Eliminator? Weird times. "

The action is viewed in isometric perspective as you explore each section of landscape. Characters can use their skills to detect traps and doors, cast spells and fight opponents in each area, but are limited by the amount of moves and hit points they can take. The game also features a useful automapping function which shows the layout of a particular area and any hazards which lie in wait.

To be honest, your initial reaction to *Legacy of Sorasil* is likely to be distinctly muted. The graphics and sound effects hardly make the most of the Amiga's considerable capabilities and you feel as if you're playing something which was programmed four to five years ago. But, this game is remarkably easy to get into and there are always plenty of surprises and fight sequences lying just around the corner.

Thankfully, *Legacy* also improves on *Hero Quest*'s occasionally cumbersome control system and, thanks to some imaginative programming, its characters never get stuck, or hidden by objects or walls.

It all adds up to a tremendously absorbing and surprisingly playable adventure which serves as a worthwhile introduction to an often unfathomable genre.

Rob Mead



Stone me, looks as if someone's for the chop. The lead up to just one of *Sorasil*'s animated and plentiful sock-it-to-em scenes which keeps the suspense palpable.



Choose up to four characters from eight different adventurers to create your team.

THE LEGACY OF SORASIL

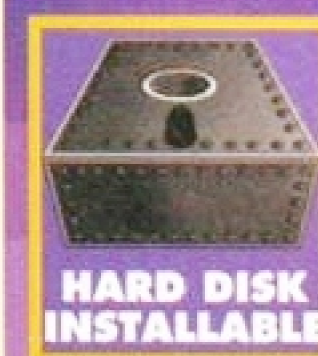


PROGRAMMERS
In-house

PUBLISHER
Gremlin 0742 753423

PRICE
£25.99

RELEASED
Out now



HARD DISK INSTALLABLE

GRAPHICS



With limited animation, the characters move jerkily, but swiftly around the screen.

SOUND



Few sound effects and dodgy in-game music, so be sure to play this with the sound down.

ADDICTION



You soon overcome your initial misgivings because there's plenty to keep you enthralled.

PLAYABILITY

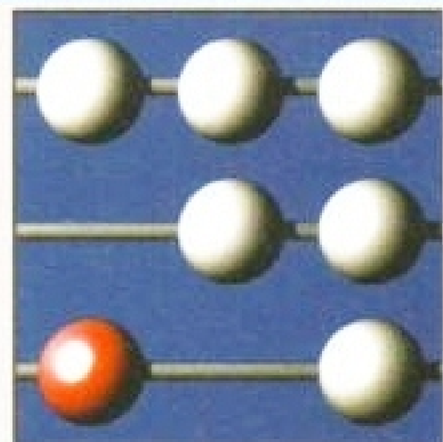


The controls are easier than on *Hero Quest* but the isometric perspective can be limiting.

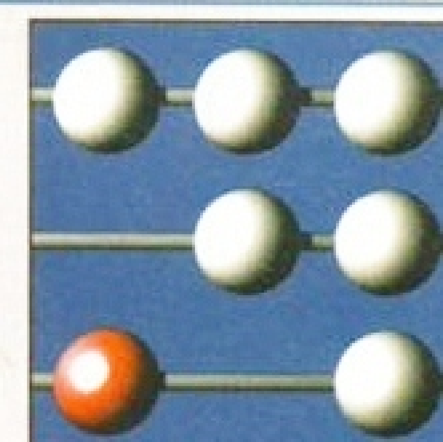
VERDICT

" *Legacy of Sorasil* is a surprisingly atmospheric, addictive and absorbing, role playing game with plenty of fight sequences waiting for you just around the corner. "

83%



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This is the news that all Commodore enthusiasts have been waiting for, the new Microbotics SX1 Expansion module arrives January 1994. The Amiga CD32 is no longer just the best 32 bit CD console around, it is now a fully expandible computer
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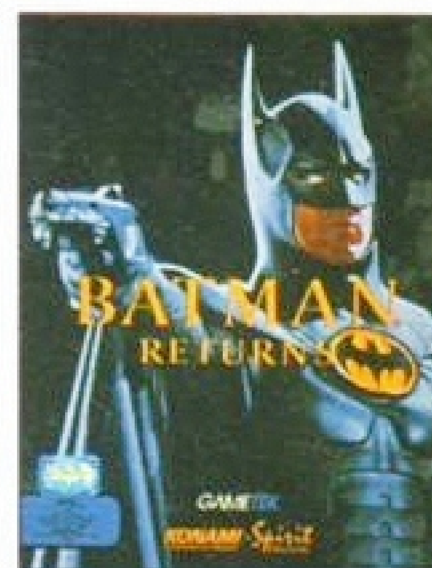
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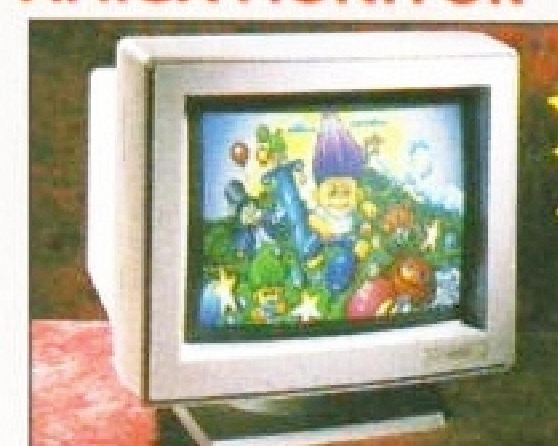
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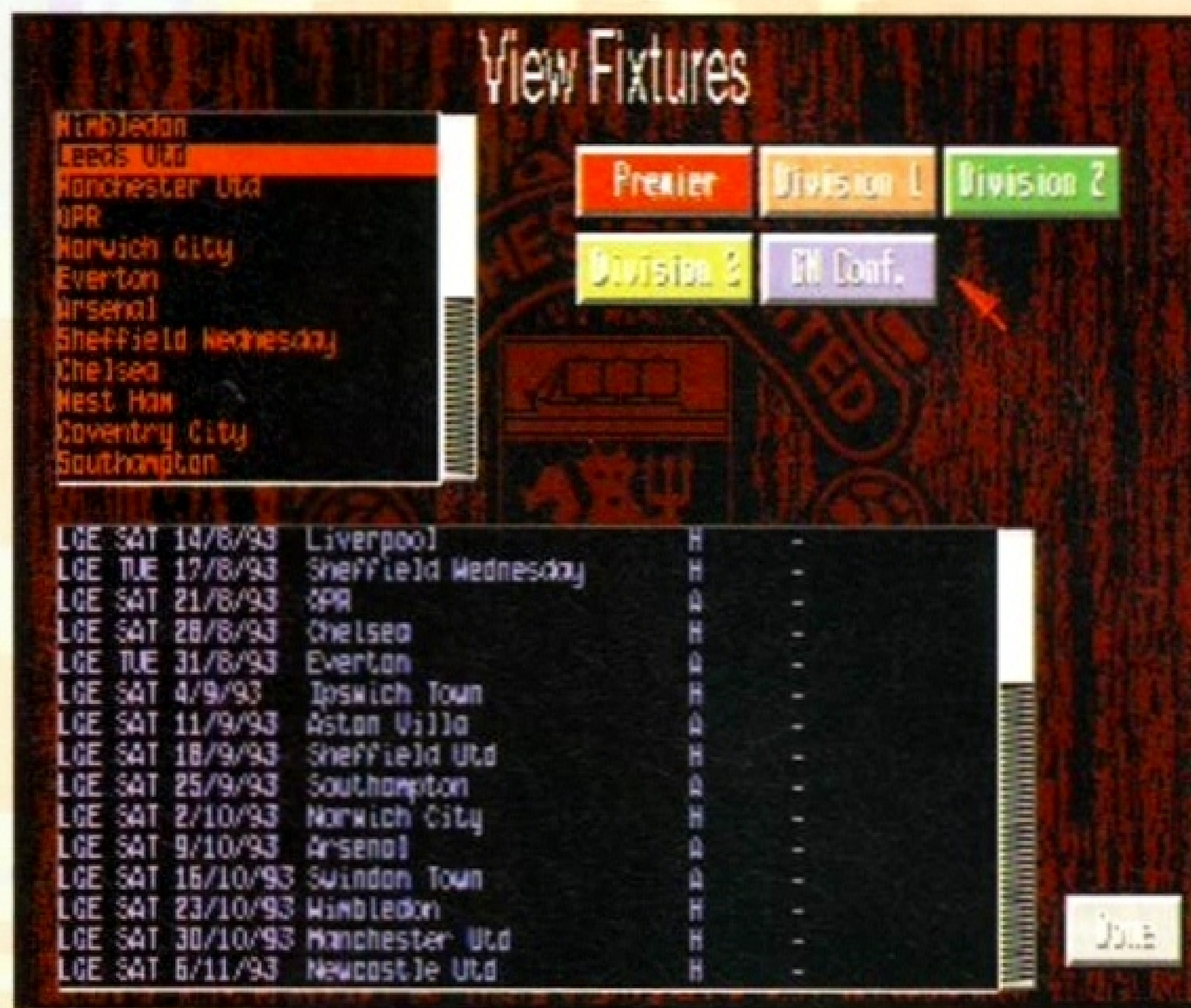
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MANCHESTE PREMIER LEAGUE



All the rules of real football are here, even that obscure and stupid penalty rule. Imagine not being allowed to foul anyone in the box – unthinkable.



As the team boss, you can check your fixture list for the season and plan your holidays, and evening classes to avoid clashes and other inconveniences.

Steve Bradley is a great admirer of Manchester United, so imagine his excitement when this new footie game landed on his desk.



Prepare for an Amiga footballing overload in the coming months. Why? It's World Cup year don't you know, and because our lot didn't get there we jolly well won't be watching it. So there.

Come Summer, there are likely to be another five, six, maybe even seven new footer games released and the burning question is, will we still be playing *Sensible Soccer* or is there a pretender to the crown? To find out whether *Manchester United Premier League Champions* is that pretender, read on. It isn't.

This is Krisalis' third in the er, trilogy of all three *Manchester United* licences. Unlike the previous two which used a side-on perspective, this one is viewed from above.

Essentially, *Manchester United Premier League Champions* (from now on we'll call it *MUPLC*) is a mix of *Sensible*-style arcade action combined with elements usually found in footie management sims. So you can either play a single game, or manage and play for a team throughout a season which involves both league and cup runs. Sounds OK so far?

Manchester United don't actually play a huge part in this. The club badge is on the credits along with Incie and The Boy Born With a Silver Football in His Mouth, but it's more a general footer game, so whether you love, loath, or are completely indifferent to Fergie's Red Devils it matters not a jot.

East Fife four

Mind, you have to listen to the crowd chanting: "Ferguson's red and white army". There's good news for fans of non-league teams because along with all the English clubs, there are a fair few sides from the lower end of the pyramid.

So you can play that Northwich Victoria versus Witton Albion derby match you always promised yourself. No Scottish teams though, which is a bit of a shame. But top marks to Krisalis for inputting a serious amount of team and player data.But no matter how many options there are, the important action takes place out on the park and if it plays badly, you really won't care how many blokes called Terry play for Bromsgrove Rovers. The top down view is tried and tested and it works fine. In fact, *MUPLC* visually resembles *Sensible Soccer* quite closely. The first thing you notice is the speed – it's phenomenally fast, perhaps too fast. And although this can make for exciting action, it does make it difficult to play a short, controlled passing game. Krisalis really had the



Krisalis have really done their homework on the kits. This may not seem important to you, but it's great for sad, trainspotter-type football fans like myself.

R UNITED CHAMPIONS



The ball really does get stuck in the muck on the Muddy pitch. Still, the Bristol derby matches are never the most attractive of affairs.



Ryan Giggs is the toast of British soccer. His dad played rugby for Cardiff.

" The game is an admirable attempt to combine both arcade action and management "

right idea (imitate *Sensible Soccer*), and to a certain extent they've succeeded. Unfortunately, *MUPLC* isn't as fluid or smooth as its *Sensible* counterpart, which is not to say it's bad, just that it could be better.

All the teams have differing abilities. Man Utd are real sharpshooters with superquick players whereas say, Altrincham, are a bit easier to turn over. Krisalis have included something called a TactiGrid, which enables you to position and utilise your players wherever you wish. And it works quite impressively. If you want all 10 outfield players to hug the right touchline, you can do it. And if you fancy changing tactics during the game you can zip to your TactiGrid and have a quick reshuffle.

Anyway, here's a few bad things about *MUPLC*. The borders around the screen are a tad wide – why? Couldn't they make the pitch any bigger? Match length is a standard four minutes, no more, no less. Considering that this game has over 3,000 players, each with individual statistics, surely they could have given us an option to play for a little bit longer. Distributing the ball from the goalkeeper accurately is tough, particularly if you want to just roll it to the full back.

Forfar five

So where does *MUPLC* stand? Firstly, although it isn't as good as *Sensible Soccer*, its many features make it a viable alternative, particularly for one player wishing to guide a squad through a season. But as a two player game, it falls somewhat short of Sensible's pride and joy and after playing *MUPLC* for a while, I felt the urge to boot up the old *Sensi* disks and play that instead. And I did.

Krisalis have made an admiral, if flawed attempt to combine addictive, arcade action with the rigours of management. And with a little more attention to detail on the arcade side, *MUPLC* could have been a real beauty – it is considerably better than the first two. As it is, it's my second favourite football game and if you're looking for a change from *Sensible Soccer*, *MUPLC* is the the best alternative.

Steve Bradley



Up to four players can compete over a full season of league and cup matches. Here we see Steve, Rupert, Knocker and Scott putting their tactical wits to the test.

MANCHESTER UNITED PLC



PROGRAMMERS
Neil Adamson, Simeon Pashley

PUBLISHER
Krisalis 0709 372290

PRICE
£29.99

RELEASED
Out now

GRAPHICS 8/10
The arcade section of the game looks reasonably good and the kit detail is splendid.

SOUND 8/10
The crowd noise is quite fuzzy but the chants are good. Rather average overall.

ADDICTION 9/10
In one player mode, this is probably the best footie game if you play the whole season.

PLAYABILITY 9/10
The TactiGrid works well and although I find the game a bit fast and furious, it's still fun.

VERDICT

" I'm impressed. *MUPLC* has successfully combined arcade action and management tactics. Not quite in the *Sensible* class on playability, but it's heading the chasing pack. "

81%

CHAMPIONSHIP MANAGER ITALIA



Pre-season friendlies can provide ideal preparation for the coming campaign. Unless you get beaten by Leeds, that is.



That bit on the previous page about Steve admiring Manchester United was a lie. He is a Leeds-loving, Yorkshire bitter-swilling, ferret and whippet man through and through.

Italian league football enjoys an increasingly high profile now that Channel Four broadcast three shows a week, and without that coverage, it's unlikely *Championship Manager Italia* would have seen the light of day. How much did anyone know about the players and teams two years ago? Little more than nowt I'd wager.

Serie-A is the most glamorous of all European leagues and let's face it, if you're a footie fan, you wouldn't turn down the chance to manage Internazionale or Juventus.

CMI (well I'm not going to write *Championship Manager Italia* every two minutes) is virtually identical to *Championship Manager '93* in format and contains detailed info about Serie-A and B teams as well as Serie-C player details.

Transfer News

Week 2

PLAYER	FROM	TO	FEE
P.WARHURST	<ENGLAND>	VICENZA	2700K
	<SERIE-C1B>	PESCARA	1300K
G.POPESCU	<HOLLAND>	TORINO	3500K
	<SERIE-C1A>	COSENZA	2200K
J.JOACHIM	<ENGLAND>	FIORENTINA	1500K
	COSENZA	LECCE	750K
E.SIGNORELLI	GENOA	PALERMO	2100K
	LUCCHESE	CESENA	1200K
D.ROCASTLE	<ENGLAND>	MODENA	1500K
	<SERIE-C1A>	F.ANDRIA	1400K
A.COLI	VENEZIA	PESCARA	150K
	<SWEDEN>	LAZIO	650K
G.BONADIO	<SERIE-C1A>	ACIREALE	1300K
	<FRANCE>	INTER	6300K
G.BUCHWALD	<GERMANY>	INTER	2600K

- Scr | Done | Scr +

The transfer merry-go round never stops in Italian football. Until the deadline. The state of the transfer market is updated every week to keep you on the ball.

Pasta ball to me

Everything is beautifully laid out leaving you to think about what to do with the team rather where you're supposed to click the mouse next.

From career histories to individual statistics and transfer activity, *CMI* has everything the boss could ever need bar a sheepskin coat. The attention to detail is meticulous.

For those unfamiliar with footie management sims, the idea is to guide a squad of players through a season and beyond. You can buy and sell players, loan them, insure them, fine them, in fact, do everything Big Ron or Harry can. All the players have ratings for skills such as passing, tackling and shooting and you must get them to gel as a team.

You don't actually get to see the lads out on the park doing the business, but each team has a set of three moving bars denoting defence, midfield and attack, and a series of on-screen comments provide information on how the game is progressing. Sounds a bit naff, but it works well.

Match Statistics

MILAN 0 — COSENZA 0
HT 0-0

	MILAN			COSENZA	
01	F.ANTONIOLI C	6	01	G.ZUNICO C	6
02		5	02		7
03	P.MALDINI	7	03	R.COMPAGNO	7
04		7	04		6
05	A.ORLANDO	5	05	T.NAPOLI	5
06		5	06		5
07	D.MASSARO	6	07	M.LEMME	6
08		6	08		6
09	M.VAN BASTEN	8	09	M.NEGRI	7
10		7	10		7
11	R.DONADONI	6	11	V.RUBINO	6

DEFENCE	78%	84%
MIDFIELD	61%	39%
ATTACK	16%	22%
ATTEMPTS	2	3
ATTENDANCE	26484	

CLICK MOUSE

After a disappointing nil-nil draw against Cosenza, the AC Milan board may well be about to give me the the dreaded vote of confidence. Montesoro here I come.

Pizza the action

Management sims are amazingly popular, with five entering the *Amiga Format* top 30 last month – two in the top10. The long-lasting appeal of these games is due to their addictive qualities. You always want to play one more game.

The major benefit *Championship Manager Italia* has over *CM '93* is that it runs a good deal faster, thus eliminating the frustrating periods of waiting around.

If you enjoy footie management or if you have more than a passing interest in Italian league football *Championship Manager Italia* is excellent value.

Steve Bradley AF

CHAMP MAN ITALIA



PROGRAMMERS
Oliver Collyer

PUBLISHER
Intelek 0202 752137

PRICE
£17.99

RELEASED
Out now





GRAPHICS
1 2 3 4 5 6 7 8 9 10
Everything is clearly labelled and designed to cause you the minimum of fuss.

SOUND
1 2 3 4 5 6 7 8 9 10
What? Never the strong point of the management simulation. Let's say five eh?

ADDICTION
1 2 3 4 5 6 7 8 9 10
Put on some Pavarotti, make a flask of coffee and prepare for a long slog into the night.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Superbly laid out with heaps of tactical options, statistics, and er, "Gooooooaall Lazio".

VERDICT

“ This is a quality management sim at a very reasonable price. *Championship Manager Italia* should be kicking around the games charts for several months to come. ”

85%

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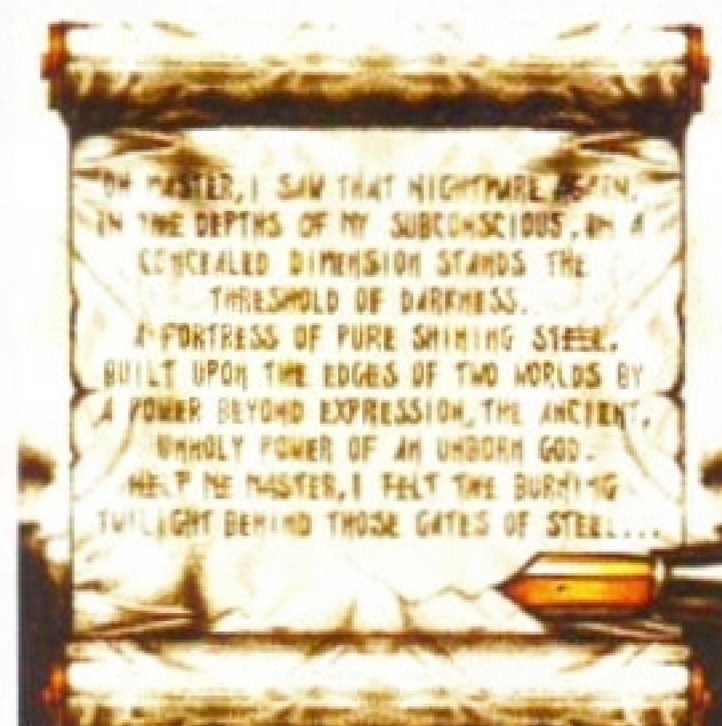
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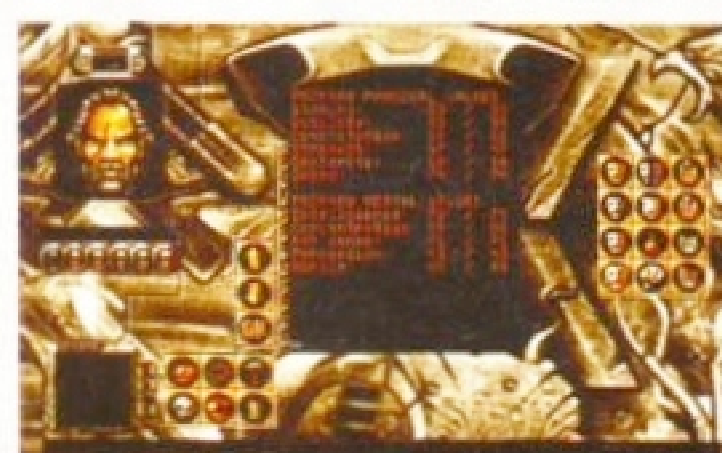
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Despite its futuristic looks, *Perihelion*, sticks to RPG traditions with lots of dungeons to explore.



Threshold of darkness, blah, blah, Unborn god, blah blah. Hmm looks like an RPG.



You can easily spend an hour or two choosing your characters and formulating spells before actually starting the game.

PERIHELION

Journey into the future with a band of Psionic warriors and Grimebeard the Dwarf and uncover a world of telepathy, treachery and doom.

What does a guy have to do to get some kip these days? One minute you're happily dreaming about space chick Betty Boo, the next you're woken from a hundred-year sleep to sort out some cataclysmic disaster or other. It's just not fair, is it? This time the problem is that an unknown entity called the Unborn is stretching its destructive fingers around your world, causing its people to die in untold torment.



As leader of an elite band of six Psionic warriors, only you can solve the mystery and save your people from a fate worse than endless Little and Large re-runs. If you haven't guessed by now, *Perihelion* is a futuristic role-playing adventure in which you explore a variety of locations, including cities and the obligatory dungeons, in search of clues to help you on your quest.

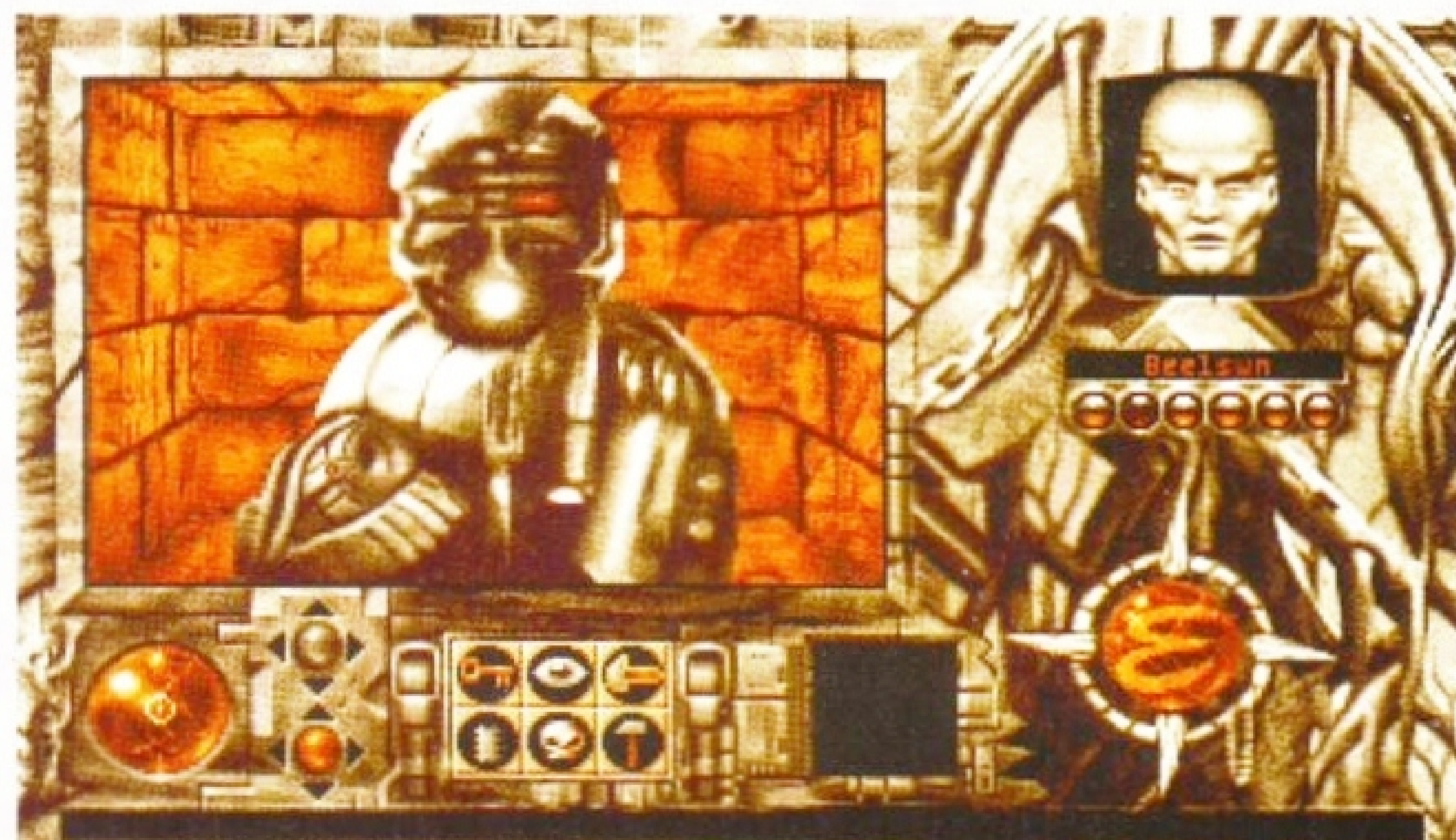
The first thing this game makes a great play of is its seriousness as a proper role-playing adventure. As soon as you get past the scene-setting intro sequence you're given the task of generating six characters with different skills and abilities as well as a complicated spell creation procedure. This can take quite a while, especially when you don't know how useful the spells are that you're creating, or in which form they're best manifested – who can tell whether a Blast Frost spell is actually better as a sphere, cone or tunnel? None of this is explained at all well.

“ The Unborn is stretching its fingers around your world, causing the people to die in untold torment ”

As you explore each section of the game, you discover all kinds of mysterious characters as well as Netstations which act as local terminals for a supercomputer. In both cases you have to lock on to your own personal computer to get a reply or information. This is quite an intriguing idea, but soon becomes



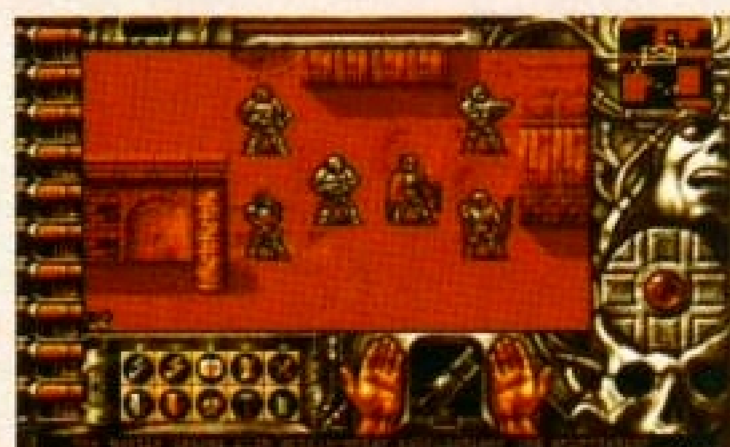
As you explore the different sections of the game you come across various peculiar characters and the Netstations which act as terminals for a supercomputer.



A spaceship heads towards the Psionic Training Centre bearing the fearsome news that the mysterious Unborn is spreading its evil into your land.



The futuristic atmosphere is one of *Perihelion*'s strongest points.



The battles take a while to get used to, so save your game first, but you soon discover the best spells and tactics.

tiresome when you have to type in every single thing you want to know only to get booted out if you get the wrong answer.

It's also pretty hard work finding your way around the different locations since one corridor looks pretty much like another and there is no auto-mapping feature and few landmarks to tell you where you are.

Icon do that

There are plenty of other minor niggles too – the pretentious stream of tiny text along the bottom of the screen, the occasionally fiddly icon-based controls and the hopelessly linear plot could easily find you pointing a laser gun at your temple.

Yet despite all these drawbacks, *Perihelion* is reasonably playable thanks to some atmospheric graphics, music and sound effects, and an absorbing plot. You really do want to know what this destructive Unborn thing is and how you can defeat it.

Rob Mead



There's an Unborn thing to be sorted, and you're just the man to do it.

PERIHELION

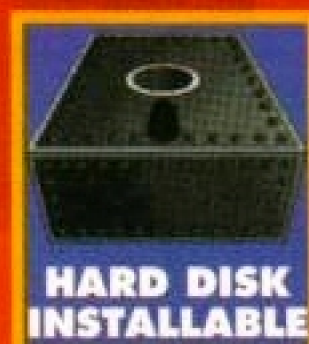


PROGRAMMERS
Morbid Visions

PUBLISHER
Psygnosis 051-709 5755

PRICE
£29.99

RELEASED
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HARD DISK INSTALLABLE

GRAPHICS



Perihelion captures the futuristic mood, but the battle animations are virtually non-existent.

SOUND



Eerie music and spooky sound effects conjure up a feeling of a world on the eve of destruction.

ADDICTION



It's a bit long-winded, but you gradually get more and more involved as the plot progresses.

PLAYABILITY



Controls are fiddly, and talking to characters is problematic... But you can't help liking it.

VERDICT

" It's certainly atmospheric and, at times, very absorbing, but the cumbersome controls mean the game never really rises above the average. "

75%



Bucktoothed Betty Sue Dubrovski is a whizz on a swing and causes Dennis all kinds of problems at the end of Level Two of Ocean's platform escapade.

DENNIS

From *Dennis the Menace* to the *Perishers*, the anarchic, scruffy kid has been the mainstay of comics, books and movies for years. Now a similar American incarnation has surfaced in the shape of Ocean's latest film licence game.

The seven-year-old hero of *Dennis* is in big trouble, as usual. Not only has he lost all of Mr Wilson's precious coin collection, but his friends Joey and Margaret have been kidnapped by the evil Switchblade Sam. The aim of this platformer is to explore each of four different worlds, and their associated sub-levels, collecting coins and battling baddies as you go. Ho hum.



If the startlingly derivative plot fails to capture your imagination, wait until you start playing the game. Graphically it looks like a cross between *Sleepwalker* (Dennis looks suspiciously like the somnambulistic Lee) and Alternative Software's *Sooty and Sweep*. It's hideous and certainly not worth £25 of anyone's money. The gameplay is little better. The nasties keep coming back every time you kill them and your so-called special weapons (a pea-shooter, catapult and a water pistol) are virtually useless. There are plenty of power-ups and courage-building sweets, but Dennis still dies remarkably often anyway.

By far the worst bits are the appalling soundtrack and teeth-clenchingly bad sound effects. And the CD32 version is little better. Ocean must have paid a lot for this licence, but since the movie was a flop the game is likely to go the same way. Avoid.

Rob Mead



The last thing Mr Wilson needs is an oikish little brat spoiling his day, but that's just what Dennis is about to do.



Alligators, moles and radioactive waste lie in wait in the undercity sewer level. It all seems a bit reminiscent of *Sleepwalker* really, doesn't it?

DENNIS

PROGRAMMERS
In-house

PUBLISHER
Ocean 061-832 6633

PRICE
£25.99
CD32 version £19.99

RELEASED
Out now

25%

naughty ones


One of you hits the switch and the other takes a ride over the spikes to the key.

Jump on the balloon, don't touch the bear, and mind the spikes.

Brilliant teamwork, the naughty ones are playing a real blinder.

If one of you kills all the baddies, the other can pick up the key.

Anyone fancy a quick game of *Naughty Ones* in the back room?" The normally tranquil, yet highly-industrious, *Amiga Format* office was a blur of falling chairs and rushing bodies as the team legged it towards the door.

The nimble Frank Bartucca looked favourite to make it first, but a timely shoulder charge by Sue White sent him sprawling into Marcus Dyson and a heavy-breathing Sue pipped Julie Tolley to the door.

"Me, me, me, me," squeaked Sue. "I want to play *Naughty Ones*, what do I have to do?"

"Just grab the joystick Sue, and we'll get down to business."

And so it was that Susan White learned that *Naughty Ones* is an excellent new platform game from Interactivision that can be played in one or simultaneous two-player mode, and I learned lots of interesting new swear words as we whiled the afternoon away.

When we started, I observed that the graphics and gameplay seemed to leave a bit to be desired. "Looks knob to me," ventured Ms White. But we persevered: "Let's suck it and see," said Sue. So we sucked and we saw that *Naughty Ones* is an intriguing platform game.



It's tricky in some parts, and easy in others. It's bright and bouncy, but not sickeningly cutesy. It's an ideal game for kids, but still offers a challenge and stacks of enjoyment for the more experienced games player.

You control John and Jim and guide them through five worlds on a quest to defeat the evil king. The worlds consist of linked rooms, and you must find a key in each of them to progress to the next.

Power-ups give you bouncing killer shots, extra lives, extra speed, or vertical killer shots, and occasionally you will stumble over a hidden bonus room or need to find a switch to uncover a hidden platform.

The baddies include robots, blobby things, soldiers, plasma death bolts, mummies, crocodiles, spiders, birds and clocks, most of which are easily dispatched, but some of which require thought, perseverance and split-second timing.

"Let me jump on the bear with the balloon. Why's it called *Naughty Ones*?" squealed Sue.

"I don't know."

"Hit the switch to turn on the thing to take me over the gap. Why's it called *Naughty Ones*?" repeated Sue.

"I really don't know."

"Jump on the lift! Mind the acid, mind the acid! Why's it called *Naughty Ones*?" shrieked Sue.

"I DON'T KNOW!!!"

Richard Jones


This large, and distinctly uncuddly, end of level teddy takes a real kicking.

NAUGHTY AND NICE TIPS

One of the best features of *Naughty Ones* is the simultaneous two player option. If you are playing two-players, remember that it sometimes makes more sense to send the player with the greater number of lives into a room to collect the key, while the other player waits for the baddies to be defeated, collects the extra lives, and then legs it to the exit. *Naughty Ones* is available in both AGA and non-AGA versions, and a CD32 version is due for release in April or May.

NAUGHTY ONES



PROGRAMMERS
Jacob Gorm Hansen

PUBLISHER
Interactivision 0438 840004

PRICE
£25.99

RELEASED
Out now



GRAPHICS

Simple but effective. *Naughty Ones* is clear, bright and bouncy, but not too cutesy.

SOUND

When did platformers ever have anything other than a blippety-blippety blip-blip soundtrack?

ADDICTION

You can live a full life without thinking about *Naughty Ones*, but you'll come back for more.

PLAYABILITY

This engaging and intriguing platform game's greatest strength is its great gameplay.

VERDICT

"It can't boast flash graphics or a huge number of levels, but what *Naughty Ones* has got is stacks of gameplay. It's an original, enjoyable and challenging platform romp"

86%

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"Gravity can be a real pain in the bum sometimes... hurrah for high-energy particle beam weapons!"



– Cam Winstanley explores both sides of his personality while reviewing *Fly Harder*.

CLEVER WORDING

"You think this world is weird? With its lift music, soap operas, step aerobics and the anthropomorphism and idolatry of small furry animals? That's nothing compared to the world of *Perihelion*."



– Chris Lloyd bows out of AP with a review of Psygnosis' new RPG. Or is he just not in yet?

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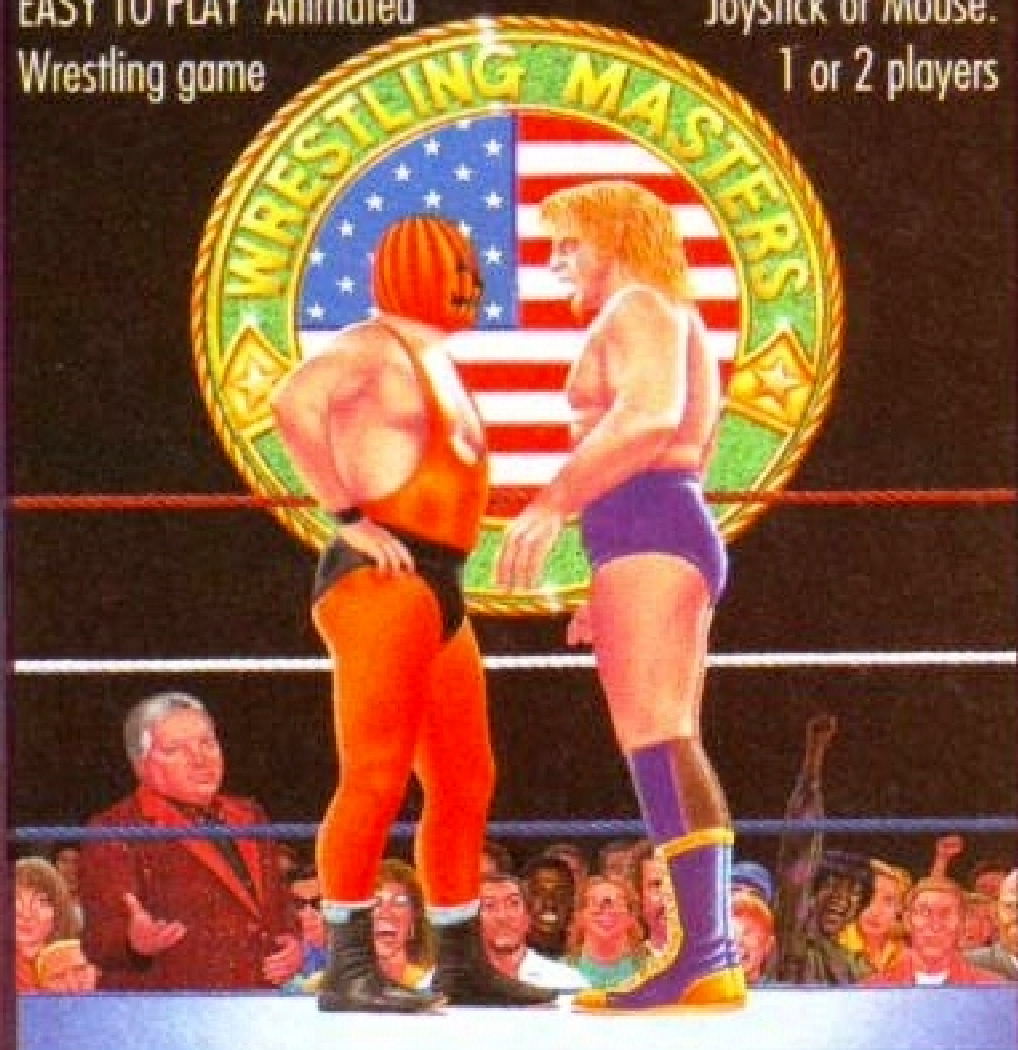
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CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.
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- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

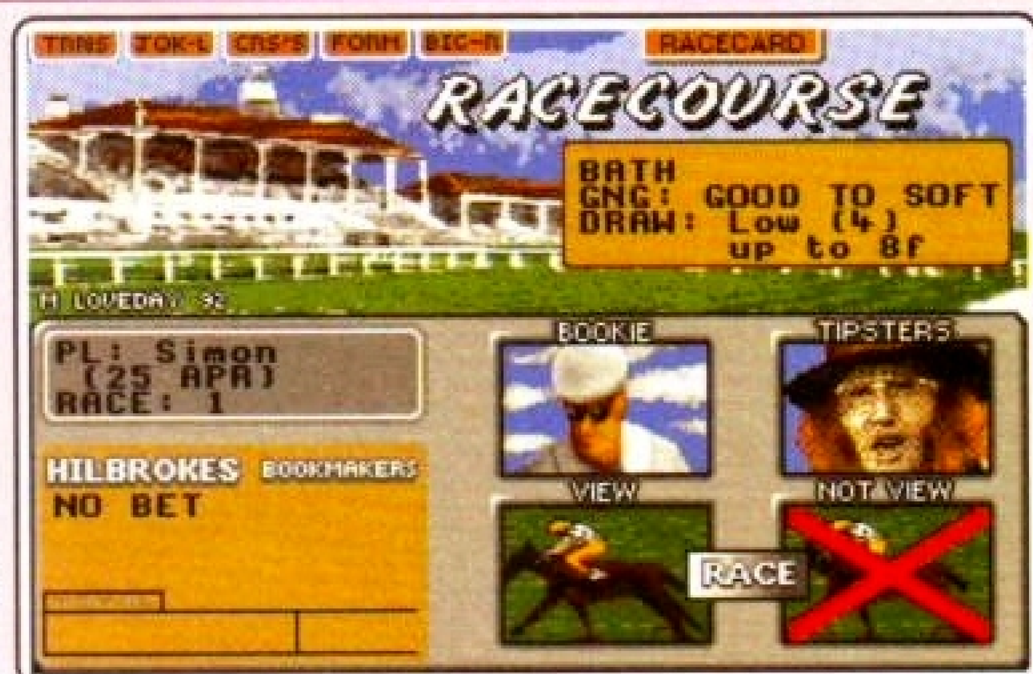


- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.
Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.
To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
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					Cricket Masters	24.95	
					World Cup Cricket Masters	24.95	
					Wrestling Masters	19.95	
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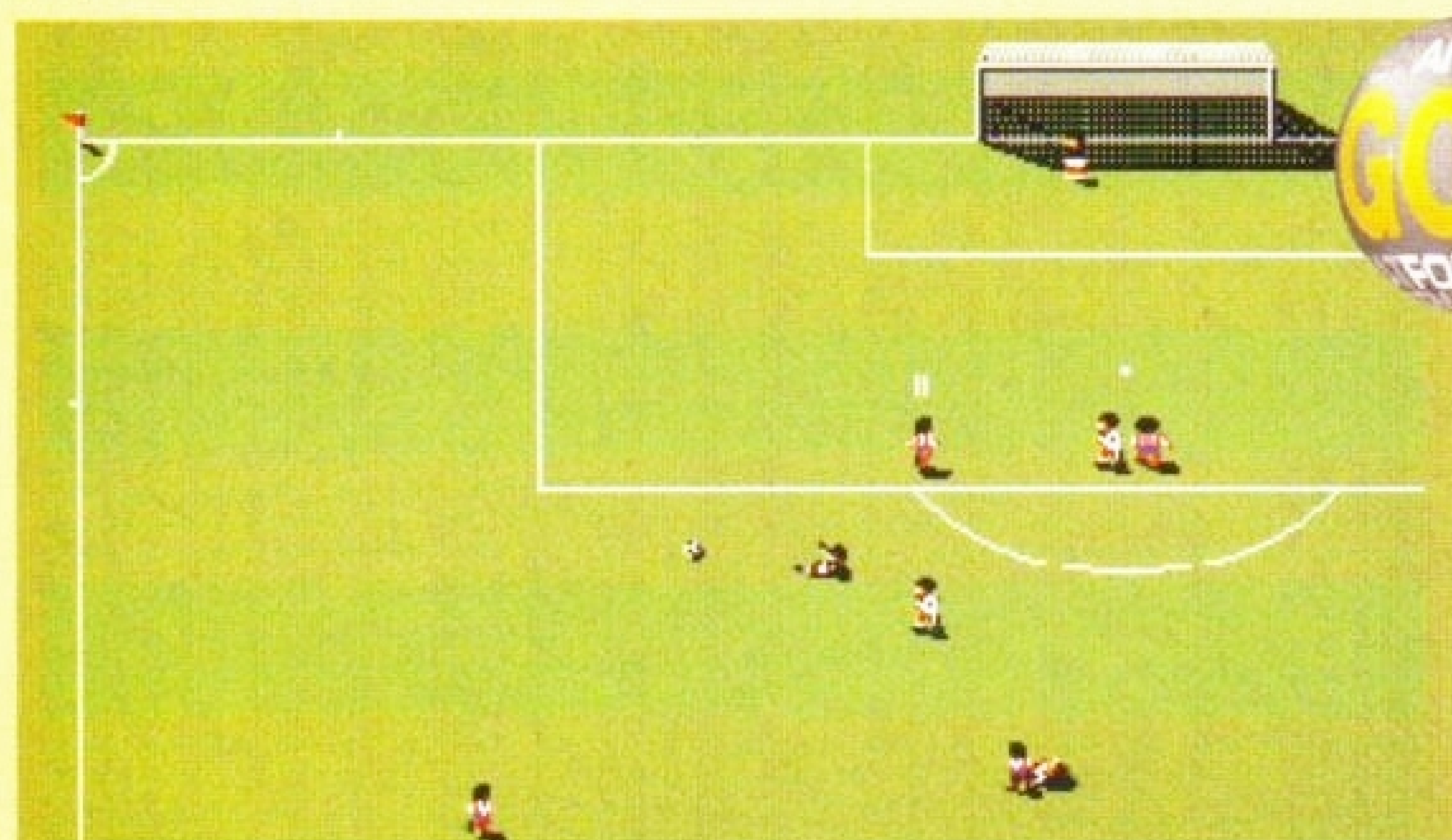
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RE-RELEASES

Stephen Bradley casts an eye over all of the latest re-releases to bring you the benefit of years of experience of sitting in front of a monitor twiddling a joystick. This month there's *Sensible Soccer*, *Liberation*, *Eye Of The Beholder* and much, much more.

AWARD WINNERS GOLD EDITION (COMPILATION)

Empire 081-343 7337 ■ £29.99



So if you divide the £30 you pay for the compilation by four games, you get £7.50. Hey, that's pretty cheap for the best game ever, in the whole wide world.



The only thing that is missing from Archer Maclean's *Jimmy White's Whirlwind Snooker* masterpiece is the hushed commentary of 'whispering' Ted Lowe.

SENSIBLE SOCCER 92/93 EDITION

Reviewed *AF*42 80%

Wow! What a way to kick off a compilation. If you haven't heard about this game, where have you been? Even Lord Lucan and the lost Amazonian tribe of the Naskatowans are proficient *Sensible* players. It's the smoothest, sweetest and most gorgeous of football games. Heaps of options, loads of teams and amazing playability ensure *SS*'s place in the Pantheon where games such as these lounge on thrones, while being fed grapes by *Kick Off 2*.

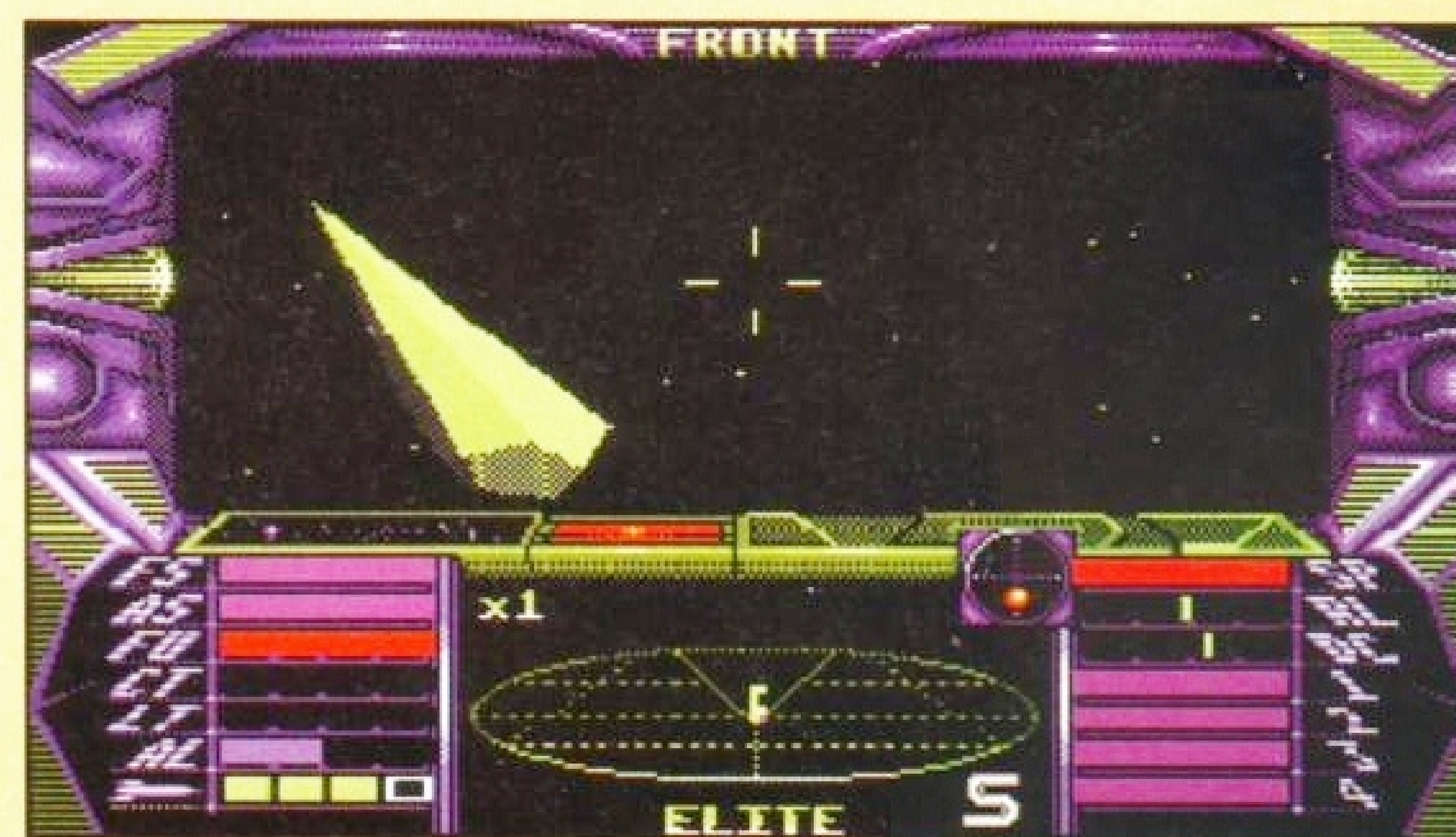
JIMMY WHITE'S WHIRLWIND SNOOKER

Reviewed *AF*26 91%

Without going into too much detail about *JW*'s game engine, it will suffice to say that there are about 164 million different shot permutations. And that's a lot. But the beauty of *Whirlwind Snooker* is its simplicity. You can pick it up in five minutes, yet the intricacies of the gameplay ensure it's longevity. The 3D view looks great, the balls move realistically and you can do everything that Stephen Hendry can do – after a bit of practice. Tremendous.



Without any doubt at all Zool is the fastest of all the platform protagonists who slightly resemble ants, Zool is a delight. He's also a ninja, not an ant.



Despite its years, *Elite* remains a benchmark for gameplayers the world over. If you go to the local park, you'll see *Elite* carved in to the wood with a knife.

ZOOL

Reviewed *AF*39 95%

Phew! Ninety-five per cent. Me thinks our beloved Ed enjoyed this game back in 1992. And it's not difficult to see why with seven exciting, varied and colourful worlds (including a shoot-em-up level) to blast through. *Zool* is a superfast, supersmooth platformer, whatever folk say, he does look a bit like an ant. You shoot, kick, punch, collect, skid – everything you would expect to do in a platform game, and then some more. And it looks fantastic. One of the best of the genre.

ELITE

Reviewed *AF*5 75%

David Braben's famous space trading game is an open-ended adventure where you choose a strategy and then search the galaxy for booty. The more conservative route to financial well-being is trading but the cavalier path is that of space brigand. Great 3D visuals and the opportunity to shoot it out in the skies ensure that it will not be forgotten. Plus the fact that it keeps cropping up on compilations.

10/10

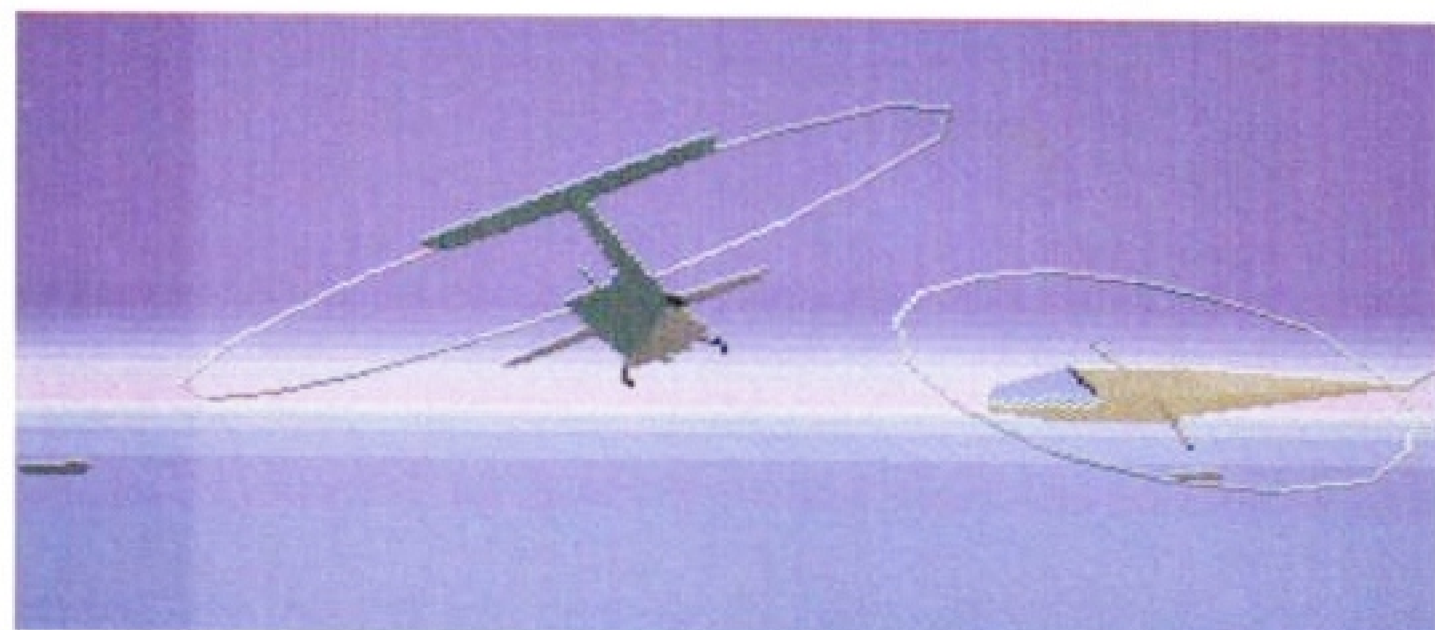

Lester Chaykin never believed it could happen... but it did! He fell over.

ANOTHER WORLD

Kixx XL 021-625 3311 ■ £14.99 ■ *AF*31 82%

To quote the back of the box: 'While experimenting with sub-atomic particles, Lester's laboratory was struck by lightning teleporting him into another dimension'. Bad luck, eh? This is, to 'all tense and purpose' (odd phrase) the prequel to the rather marvellous *Flashback*. And although *Another World* doesn't hit the heights of *Flashback*, there are similarities - it's a graphic adventure with fluid, realistic cinematic-style graphics (great sound effects too) and a one-bloke-against-the-world plot. The gaming area is huge, and it's intriguing stuff. Recommended.

8/10


Fly around shooting things in true flight sim fashion with *Thunderhawk*.

THUNDERHAWK

Corkers 0332 297797 ■ £9.99 ■ Reviewed *AF*26 90%

Helicopter fun here with six campaigns across the continents to tackle, each split into 10 missions. I say fun, but you actually have to kill people. But hey, when you're sitting at home with a cup of tea it's so much easier to pull the trigger. And action-packed it is, with enemies galore and bombs and bullets aplenty both to shoot and avoid. In fact, it's one of the most exciting flight sims around and a great buy for a tenner.

8/10



Pursuing the Death Angel makes quite a pleasant change from pulling up folk who look like the sorts who haven't got an MOT.

POLICE QUEST

Kixx XL 021-625 3311 ■ £16.99 ■ Not previously reviewed.

Cop a load of this er, copper, for that is you. Police Chief Whipplestick has requested you haul your ass and apprehend the Death Angel. "Just give me 24 hours boss, just 24 hours and I'll wash all the scum off the streets," you reply, probably. *Police Quest* is a point 'n' click affair where you search for clues and turn the fire hose on suspects. Graphically it's, shall we say, basic? It's also not wildly exciting so you'll soon be watching Shoestring again.

5/10



Take Larry on cruise of the seediest parts in pursuit of the hedonistic lifestyle so common in chaps that wear leisure suits.

LEISURE SUIT LARRY 1

Kixx XL 021-625 3311 ■ £16.99 ■ Reviewed *AF*35 53%

Does the title mean that Larry dons a shell suit to paint the town red? Larry is in serious pursuit of female attention and in glorious 3D. Your mission is to drink, gamble and maybe even pick up a chick if your luck's in, while negotiating your way through all the seediest parts of town, solving puzzles along the way. Sadly, *Leisure Suit Larry* looks and sounds poor (and it's deathly slow-moving), though some will undoubtedly empathise with Larry's problems.

5/10

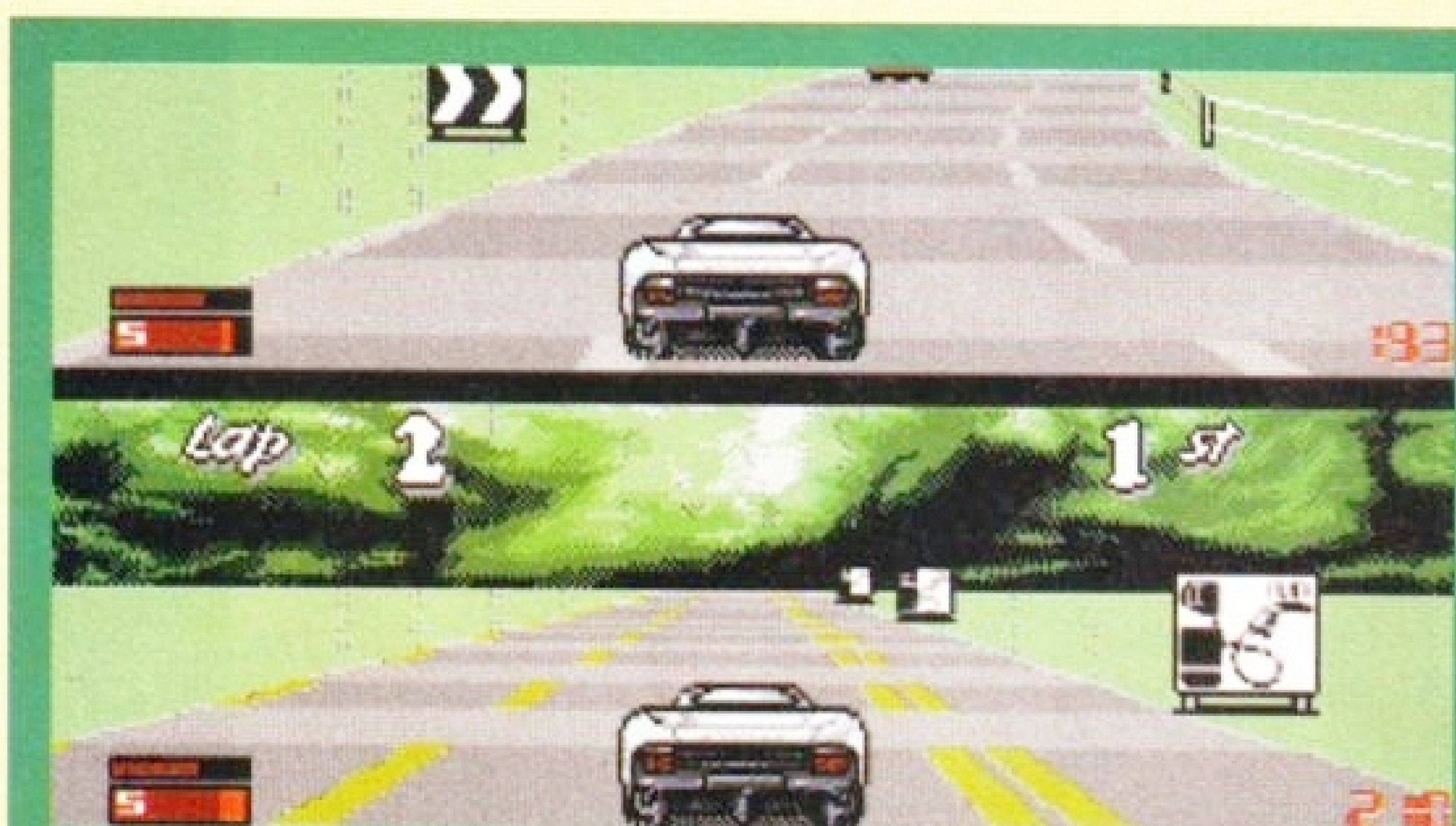

Search for the missing bits of film in the video-inspired Premiere.

PREMIERE

Corkers (0332) 297797 ■ £9.99 ■ Reviewed AF39 89%

And all because Barry Norman's coming tomorrow. Scenario: rival film company steal the reels of your latest film the day before the premiere. Protagonist: you (name, Clutch Cable). Plot: search the six film sets for the canisters. These include wild west, black and white and sci-fi, and the baddies and weapons are themed accordingly. Big cartoon-style graphics give Premiere a distinctive character although it does tend to get a tad repetitive after a while. But heh, its original, quirky and fun.

8/10



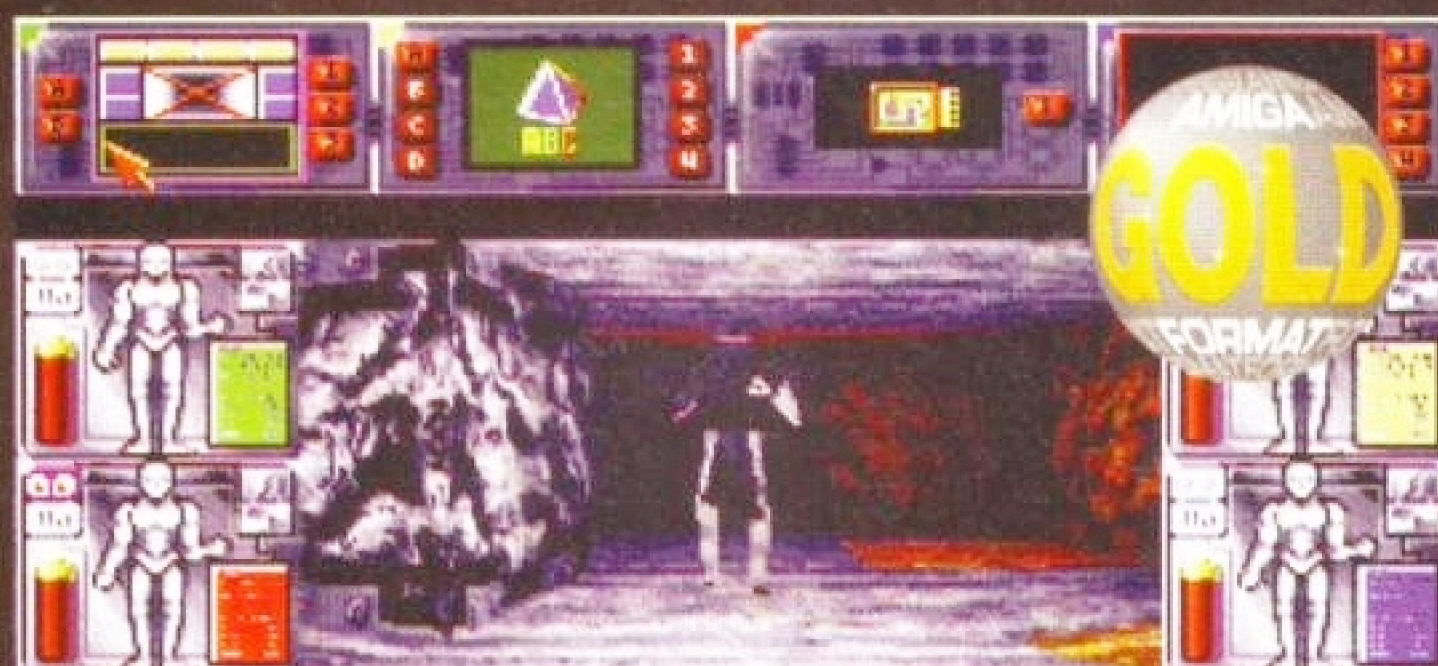
The Jaguar is such a fast car they named a speedy South American cat after it.

JAGUAR XJ220

Corkers 0332 297797 ■ £9.99 ■ Reviewed AF37 83%

Stylish little motor the XJ220. Unfortunately, I had to trade mine in for a Fiesta Popular recently. You know how it is. Anyway, your task is to race across 12 countries, each with three tracks against folk with equally expensive motors. Each country has different driving conditions and there is also a financial management section. Eeh, the cost of insurance if you're under 25 - terrible. *Jaguar XJ220* gets rather dull though after you've mastered the rudiments, and falls somewhat behind the excellent *Lotus 2*.

7/10



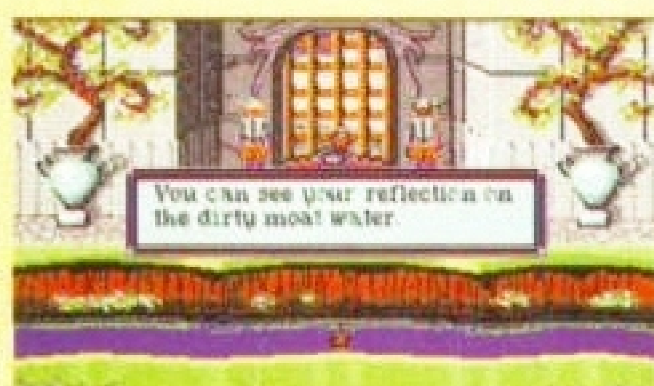
Futuristic role-playing is on the menu in *Liberation – Captive II* as you fearlessly lead a team of droids in search of other droids who've been naughty.

LIBERATION - CAPTIVE II

Mindscape 0444 246333 ■ £29.99 ■ CD32 version reviewed AF55 91%

Well, I'm just glad I'll be dead by then. Corruption is rife in the 29th Century, Man Utd have won the league again and it costs £486 for a pint of bitter. The world is being exploited by big corporations and, oh God, someone's put Joy Division on the office ghetto blaster (true). I can't stand it any longer. ("Steve. Steve. Is everything all right?"). Law enforcement droids have gone bonkers and started killing folk and a resultant cover-up ends in innocent folk being framed for the murders and held captive. Corks. Sounds jolly unfair. You've got to get them out. *Liberation* is an interactive adventure game and it looks fabulous. The CD32 version received rave notices - the floppy version is five quid cheaper and recognises the AGA chip which enhances the music accordingly. Captivating.

9/10



Maybe taking on rescuing the kingdom was a foolhardy decision.

KINGS QUEST 1

Kixx XL 021-625 3311 ■ £14.99 ■ Not previously reviewed

Feeble kings and kingdoms, knights called Sir Graham and a search for mystical treasures to restore the kingdom to its former glory are the order of the day in this 3D adventure game. It's got all the usual puzzle-solving and character interaction, as well as much wandering about. Fans of adventure games should enjoy this medieval romp despite the fact that it's a few years old and not the most sophisticated of fare.

6/10



The beauty of games is in the eye of the beholder. And this is quite pretty.

EYE OF THE BEHOLDER

Kixx XL 021-625 3311 ■ £16.99 ■ Reviewed AF24 92%

Thrills, spills and spells are on menu in this role-playing game classic. For starters, generate a team of adventurers and take trip beneath the city of Waterdeep. Each member has their own quirks and particular abilities which they develop through experience. The mission? To smash an unholy alliance conspiring to commit dirty deeds. It's a real maze of corridors and passages beneath the city and it won't be long before you're hopelessly lost. *Eye of the Beholder* has some excellent sound effects, a plethora of dreadful-looking creatures to tackle and an enormous gaming area. So if you like to role-play, and don't mind the odd fright, this is choice fare. An Amiga classic.

9/10



Savour a taste of the platforming orient with the wonderful *Second Samurai.*

SECOND SAMURAI AGA

Psygnosis 051-709 5755 ■ £29.99 ■ Reviewed in non-AGA form AF53 91%

Punch, kick and slash your way through 10 levels of platform, cum puzzle, cum beat-em-up action in this excellent sequel to the, erm, first one that came sometime before. The graphics have been suitably enhanced though it remains much the same as the original release and the samples are harikarimungous.

In simultaneous two-player mode, *Second Samurai* excels and you can play as both friends and enemies. There are end of level baddies to tackle and check out the shoot-em-up section where you fly along a road powered by jetpack. Furious fun, yet plenty of head-scratching puzzles to solve make *Second Samurai* one to play for weeks to come.

9/10



Wandering around killing small animals is not everyone's idea of a good time. Just ask Prince Charles.

JURASSIC PARK A500/A600

Ocean 061-832 6633 ■ £25.99 ■ AGA version reviewed *AF55* 70%

Previously available as AGA only, *Jurassic Park* gets a multi-format outing and the price has been cut by two quid. So it doesn't look quite as good. So what? Well, to be candid, looks are the most impressive part of *JP* because much of the gameplay is a let-down. Sure, there's a huge gaming area and it does have some fetching and atmospheric 3D point-of-view perspective levels but, on the whole, it's a disappointment. Too much wandering around and not enough action.

7/10



"We have ourselves a hostage situation." That's what they say at meetings before the soldiers go to work. I saw it on the telly.

SABRE TEAM AGA

Krisalis 0709 372290 ■ £29.99 ■ Reviewed in non-AGA form *AF41* 87%

Armed force shenanigans as you command a team of SAS-type blokes in this strategy game, given an AGA upgrade over a year after it's first appearance. All of the usual elements are involved - team members have differing abilities, there's an arsenal where you can pick up weapons and the idea is to rescue hostages or disable enemy weapons. Or jump through windows on a rope while wearing a black balaclava. The whole thing's been speeded up, full-colour screens have been added, along with extra speech.

8/10

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Fun School 3 or 4 OR ADI Jnr Reading OR Counting	The loveable extra terrestrial entertains 4 - 7 year olds and helps towards achieving National Curriculum levels 1, 2+ 3
Deluxe Paint II + 700 Clip Art pics	Pics inc. children, Fairytale + Legend characters, Sport, Cartoons, etc.
Hobbyte Primary Educational PD Pack	Containing 10 fun while you learn games
Hobbyte 30 Easy Children's Games Pack	Simple games, or those with very easy levels. Even the youngest will be able to use some of these

SERIOUS USER'S PACK

Interested in music, programming and graphics? Then this pack is for you!

WITH AMIGA £39 — ALONE £49

Easy Amos	THE programming language. Wonderful manual is simple and entertaining - ideal for complete novices
OR AMOS Professional ADD £10 for this option	97% AF rating - the second highest rating EVER given. Learn to professionally create your own games, utilities. Loads of sample progs included
Hobbyte AMOS PD Greats	Dozens of utilities, Protracker music modules, example programmes that no AMOS programmer would be without.
Deluxe Paint III, plus 700 Clip Art pics	Create your own designs to incorporate into your AMOS progs
MIDI Recording Studio & MIDI Interface	If you have a MIDI instrument, this is everything you need to compose and edit your music
OR AmigaVision	Powerful presentation and production tool

STARTER PACK

A must for new users! All you need in one value pack

WITH AMIGA £15 — ALONE £25

10 blank discs	Make working copies of Workbench and other original applications discs as soon as you get them
Virus Killer	Check discs regularly, especially if sharing with friends
Mouse mat	Helps prevent dirt/dust collecting on mouse contacts

Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover

HOT BUG GAMES PACK

The top-selling Hobbyte Hot Lot pack now includes the ultimate joystick !!!

WITH AMIGA £44 — ALONE £59

"THE BUG"	The only joystick ever to be given a Gold rating 92% AF, positive single-handed action, small and lovely!
10 "Hot List" Games The GREATEST!	See listing to the right for current HOT LIST, or phone for latest changes. Children's games available.
80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover	Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner!

HOME APPLICATION PACK

Perfect for all Home Office needs

SPECIAL WITH AMIGA £39 — ALONE £55

Virus Killer Disk,
80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'
The Works Platinum — WP with UK spell chck, Thesaurus spreadsheet, 'Sideways' utility, database, graphics + comms module
Deluxe Paint III* with animation + 700 Clip Art pics
Digita Home Accounts — Keep track of credit card and bank accounts, budgets, etc
Any Two Hot List Titles

THE HOT LIST

GREAT individually packaged games, BETTER THAN THE REST !!
(previous RRPs up to £39.99 each)

ANY 10 £29.99
Or see packs across

Thunderbirds (7yrs+) ‡ - 92% AF
Silly Putty - 90%+ lots of mags
Elf/Toki/Puzznic (counts as 2) ‡
Paperboy II ‡
Die Hard 2
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter @ 93% CU
Tag Team Wrestling
Edd the Duck ‡
Stack Up ‡
Lemmings 92% AF
Round the Bend ‡
Fist Fighter
Sporting Triangles
World Cricket
Bart Simpson
Spiderman/Cptn America ‡ @
Arcade Trivia
Xenon - C+VG Game of the Month
Blade Warrior - A Power, AF, AAction superb reviews
Arnie

AWARD WINNERS
Space Ace, Kick Off, PipeMania, Populuos (counts as 2)

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

STOP PRESS! DESKTOP DYNAMITE AGA PACK (SEE 1200 BOX) £79 ALONE

*DPIII needs 2MB for animation on HD models.

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Reviewed *AF55* 70%
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Level 2	B5A48352
Level 3	E54C67AA
Level 4	D5F4AB62
Level 5	95B48B42
Level 6	85A4834A
Level 7	85B48B42
Level 8	F54C6FAA
Level 9	C57C77B2
Level 10	D56C7FBA

URIDIUM 2 AF53 COVERDISK DEMO



Take it from the top and shoot to spill, preferably someone else's guts in *Uridium 2*, Andy Braybrook's fast- moving, spaceship shoot-em-up.

Play well enough to get on the scoreboard, then type JJ instead of entering your initials to start with two ships instead of one. The second ship shadows your every move and is particularly useful when one ship has bombs and the other has lasers.

James Tunnicliffe, Hull

PREMIER MANAGER 2

Reviewed *AF53* 89%
Gremlin ● 0742 753423

To get to the bandit game use one of these phone numbers:

896610 602114 220769 250967 000123 781560

Use number 089869 to get to the club secretary. When you click on her leg or boob she screams. If your directors', supporters' confidence and managerial rating are at 100 per cent she goes 'Ah!' instead.

Dillon Eyre, Bridlington, North Humberside

BRUTAL SPORTS FOOTBALL

Reviewed *AF53* 77%
Millennium ● 0223 844894

Here are some codes to take you to the start of each league:

League Three:	FS7G8LSGL	SQ4YXYYYY
League Two:	Y!BY3PPDT	PPXZ0ZZZZ
Top League:	5L5X6T6X!	66QGHGGGG

This is a code for the last match on the top league. It doesn't matter if you win or lose, you still get an ending sequence:

Top League:	2V0BG119X
Ending:	11N8LKSTN

James Armstrong, Fakenham, Norfolk

GAME BUSTERS

Blown away by *Cannon Fodder*? Reached your limits in *Frontier*? Cheating is an artform and not punishable by detention so let us, help you, help each other.

TRY A TRICKY TERMINATOR TEST OF YOUR TIMING

***Terminator 2*: If at first you don't succeed, then, like Jamie's dad try, try, try and try again. Makes you wonder if age is related to performance.**

In *Terminator 2: The Arcade Version* try this cheat if you are stuck on a level.

When the game has loaded select your control method at the options screen as usual. Instead of going to Start Game press Esc. Wait for the high score chart with the picture of the T-1000 to appear. As soon as the last digit is printed on the high score chart (the last 0 on the 10000, in 10th place), click the left mouse button (or the joystick fire button if that's plugged in to port one).

Note that you must click the button 0.19 seconds after the last digit on the score chart has been printed on the screen. If you take longer, or click before the last digit is printed, the cheat will not work, so precise timing is required. If you find this difficult, there is an alternative. Hold down Fire at the high score table until it is finished. This won't always work though. Go back to the options screen. If you can see the picture of Arnie, but no options are displayed, then the cheat has worked. Left click on the mouse (or joystick) to move on. Click again to skip the high score display. If you allow the high score chart to be printed again the game may mess up. Start the game.

If the cheat doesn't work (the option screen is printed as normal) press Esc and try again on the high score chart - your timing was probably not accurate. It is very difficult I can usually only do it one time out of five, so keep on trying. For the record, my dad took 30 times to get it right!

Once you've got the cheat to work and started the game, you will notice (after the writing has finished) that a gunpowder and energy reading is displayed for player two even though he isn't active. Now pause the game (press P not F1) and type in all the function keys in order (F1, F2, F3, F4, F5, F6, F7, F8, F9 and F10) and you should skip the level you are presently playing.

The only disadvantage about this is that you will not be able to play in two-player mode when the cheat is active.

Jamie Gascoigne, Bugbrooke, Northants

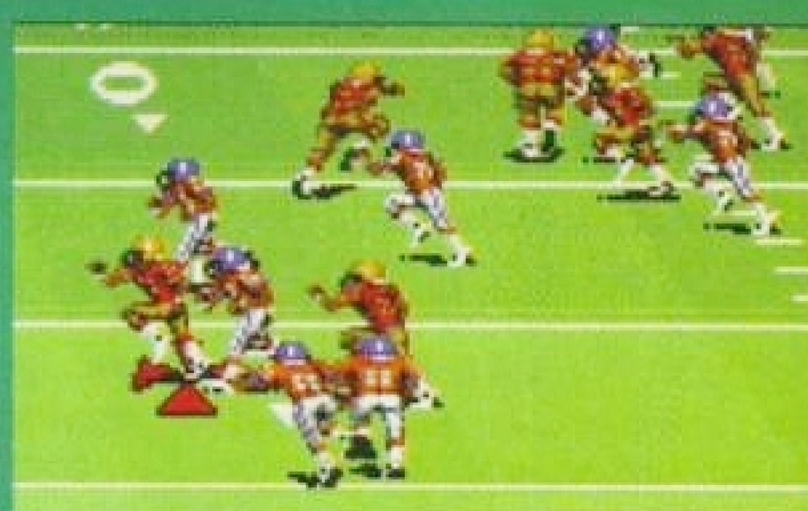
MADDEN CROWD

Here's a cheat for *John Madden's Football*

To get into the semi-final of the cup type the passwords: 0150361 or 6232561 , and for the final: 0550361 or 6632565.

And, while you're playing...

It is possible to get the ball back when you're kicking off (all the time for some teams). When the kicking meter is on the screen put the direction full to the right with no power at all. Cincinnati, Kansas, All Madden and Minnesota can get the ball all the time. The other teams can get the ball most of the time, often depending on the opponents.



Incredible 'feets' on the gridiron field. And don't let them get away with it – the ball that is.

And here's a cheat for *Zool*. Everyone knows the old cheat - when the game starts wait for the high score screen to appear, type in Goldfish and press Enter. The keys F2, F3 etc. will transport Zool to the level with the corresponding number. But, once play has begun pressing 1 will make Zool invincible. (He'll flicker white when this is done.) Pressing 2 will transport him to the next section (such as 2.2 or 2.3) and pressing 3 will take him to the next complete level. Pressing 4 will make Zool explode. This is a good one for those who feel guilty with the other cheats.

PART 2 PART 2 PART 2 PART 2 PART 2 PART 2 PART 2 PART 2 PART 2 PART 2

FRONTIER: ELITE

***Amiga Format* reader Jonathan Tasker completes his tips in this, the second and final, part of his guide to David Braben's classic galactic trading game, *Frontier*.**

SHIPS & EQUIPMENT

SHIPS

You start off with a pretty useless ship. It's got hardly any cargo space and it's not great for trading. Because it has only got a 1MW pulse laser and no room for shields, it's not very good in combat either. But you can make the most of a bad situation after you make some money. First, fit a Class One military drive, and remove your missiles. Then fit either a 4MW pulse laser, or a 1MW beam laser.



The Eagle long-range fighter, your starting ship. Yup, that's you in the pilot's seat, sporting the yellow helmet and trying to look hard. Hi mum! Put the kettle on, luv. I'll be back for tea.



The Viper is pointy and fast and makes an ideal second ship. There's much more room for interesting illegal goods and deadly-weaponry. You're a bit of a dark horse, aren't you?

Alternatively, you could always leave the space for cargo. From there, upgrade to a Viper defence craft, fitting a couple of shields, and a 1MW beam laser. Then the choice of ships is very much up to you. Personally I use a Cobra Mk 3 with 1MW beam lasers, Class Three Military drive (18 Light years) four shields, radar mapper, cloud analyser and an Electronic Counter Measures (ECM) system.



A very nice little number. An Asp Explorer, loaded with extras, including an ECM, a laser cooling unit and a hyperspace cloud analyser. Just the business for assassination missions.

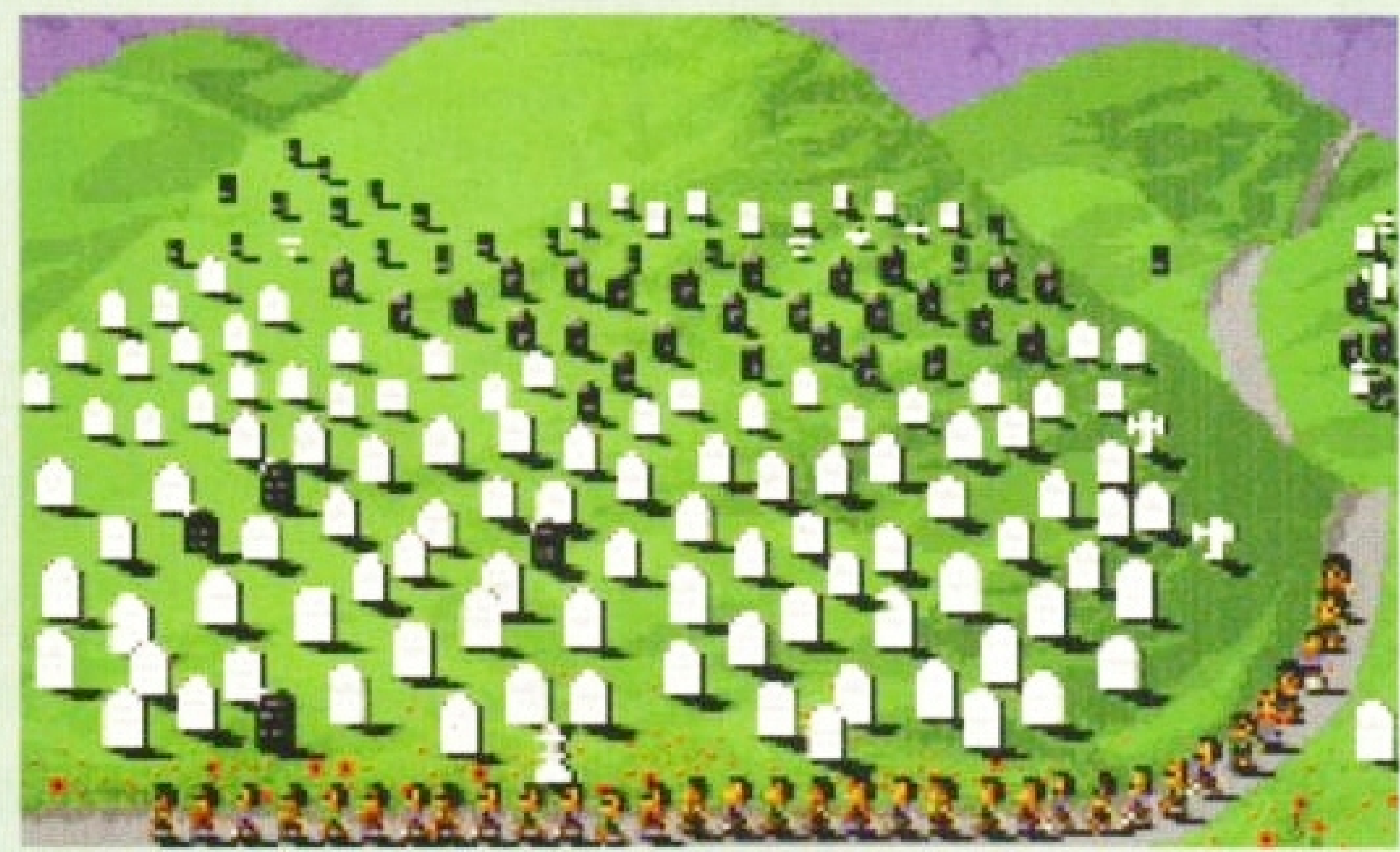
EQUIPMENT

Here are a few rules for you to follow:

1. An ECM is essential. There's nothing more annoying than almost destroying a ship only to be cruelly taken out by a missile! Buy as soon as you can.
2. For your own missiles, use naval missiles, as they are more powerful, and are unaffected by any ECM system. The tougher opponents usually have one. They aren't much more expensive, and are worth the extra.
3. Buy a Radar Mapper. It only weighs a tonne, and soon pays for itself in bounty. It also gives you invaluable information on your enemy's shields and equipment.
4. Get some shields! Buy as many of them as you can hold without reducing your cargo space too much. Remember, shields recharge for free, but your hull will stay damaged and it will cost you to repair it. Shields also offer protection against destruction by energy bombs.

CANNON FODDER

Reviewed *AF54* 95%
Virgin ● 081-960 2255



Grave matters indeed. If *Cannon Fodder* is proving undigestible and you need some spoon feeding then take the AF handy hints after every meal and it'll all go down lovely. Promise.

1. In Choppas, land on the enemy to kill them – safer than landing and getting out.
2. In missions in which you have control of a lot of troopers separate the lowest ranking trooper from the rest and give him all the weapons, make sure the rest are safe, then attempt the mission with the one trooper. If the trooper dies just press Esc. This saves a lot of troopers later, such as in Mission 18 Phase 5 of 5 – The Doors.
3. Troopers are able to throw grenades quite along way and over walls, trees and buildings. Use this to your advantage to protect against Biggunz and Jeeps. To throw a grenade a long way, simply position the pointer further than needed.
4. Buildings can be destroyed even if you can't see them. For instance, if a trooper is in a Biggun and there is a building slightly off the edge of the screen, roughly aim at the building making sure the pointer is at the very edge of the screen and Fire.
5. Learn to control Jeeps and Skidooz early on (how to skid them). In later levels you may need good control to hit ramps at correct angles otherwise you can blow up if you hit walls. This is also useful to get away from shells, rockets and grenades.
6. An effective way of destroying snipers is to just run straight towards them and shoot your guns. Don't waste grenades on them unless it is necessary.

Anon, Somewhere, Nr Nowhere

THE SETTLERS

Reviewed *AF54* FG94%
Kompart ● 0438 840004

Mission Codes

1. START
2. STATION
3. UNITY
4. WAVE
5. EXPORT
6. OPTION
7. RECORD
8. SCALE
9. SIGN
10. ACRON
11. CHOPPER
12. GATE
13. ISLAND
14. LEGION
15. PIECE
16. PASSIVE
17. RIVAL
18. SAVAGE
19. XAVER
20. BLADE
21. BEACON
22. PASTURE
23. OMNUS
24. TRIBUTE
25. FOUNTAIN
26. CHUDE
27. TRAILER
28. CANYON
29. REPRESS
30. YOKI

Michael Carter, Georgeham, North Devon

ZOOL 2

Reviewed *AF55* FG93%
Gremlin ● 0742 753423

Here are some cheats and level codes for Gremlin's funky platformer. All codes must be typed in on to the title screen when *Zool 2* has been drawn and Press Fire for Options is flashing. If, when you type out the code, the screen doesn't flash, try again.



CHEAT CODES

CREAMOLA	10 lives
VISION	20 lives
TOUGH GUY	Invincibility
OLDENEMY	Unlimited time
ALCENTO	99 items collected
KICKASS	Unlimited smart bombs
BUMBLEBEE	Skip stages (press Return to skip)

LEVEL CODES

Level	Code
Swan Lake:	SESAME
Blueberry Hill:	RONSON
Tooting Common:	FUNKYTUT
Snaking Pass:	HISSTERIA
Mount Ices:	7SLURP
Mental Block:	PLUNGER

Colin Room, Dunstable, Beds

2 PLAYER GUIDE

5. Lasers are a matter of taste. Pulse lasers can actually do more damage with a single shot, and don't overheat. Beam lasers are easier to score a hit with, but you'll need to keep the ship in your sights to do real damage. Only get a cooling booster for 4MW beam lasers and above, with which it is essential. Learn to identify your enemy's laser from its colour:
1MW – Red
4MW/5MW – Yellow
20MW – Thin White
100MW – Pale Blue
Plasma accelerator – Thick White. (If you see this - RUN!!)



Just you and your trusty polygon against the universe – and it's a big one too. *Frontier's* play area is huge, and we don't mean just very big. We're talking really seriously mega hugely huge.

6. Energy bombs are handy for emergencies. They destroy unshielded and lightly-shielded ships. Use them when you are being chased by squadrons of police Vipers. If an enemy uses one against you, you'll see a halo of multi-coloured stars spinning around it.

7. Escape capsules are a complete waste of money and valuable cargo space. If you use one you'll keep your money, but lose both your cargo and ship which will probably amount to more than your cash. Worse still, you'll end up with only an Eagle ship, so you're far better off loading a saved game.

8. Have a deluxe service every nine to 10 months at one of the better-developed systems. If you neglect your ship, it's liable to start breaking down when it's most inconvenient - perhaps in the middle of combat.

IMPROVING YOUR ELITE RATING



A bulk carrier is comparatively easy prey. Hanging around seedy Frontier Systems and shooting up the locals is an excellent, if somewhat messy,way to improve your rating.

Before you start to wander around systems picking fights, remember that you will come up against some lethal foes. Wait until you have a large well-equipped ship, then jump to a Frontier System, or a Minimal Police Protection area, with enough fuel for a jump to a friendly system. Power down your engines and put the time-advance on to maximum, broadcasting distress signals at intervals.

Sooner or later you'll be attacked! Another method of entering into combat which sometimes works is to jettison a load of rubbish, then hang around the cloud of canisters and see if anybody decides to have a go at you. It's amazing how upset some people get when you jettison a huge pile of rubbish in their part of the solar sytem.

You will also be attacked more often if you are carrying an expensive cargo or illegal goods. Remember to be ready for a jump in case things get too hot to handle. Some ships will follow you if they have a hyperspace cloud analyser. This is even better if you have a Radar Mapper, because you can collect bounties from the scum who hang around the seedier parts of space.

IMPROVING YOUR SECURITY RATING

Working for the Military of either side is a particularly good way to steadily and safely progress in the game. The Military are far stingier than the general public when it comes to paying you, but the work is fairly regular, and it's not too dangerous at first.

The best way to get Military work is to go to one of the major bases such as Eta Casseopeia - Federation, or Facece - Empire, and then scan the Bulletin Board's Military advertisement to find out what missions are available.

The more you can take to a particular system, the quicker your rating rises. Missions with Secret or High Command in them involve a greater degree of risk, but they pay more, and count for more. Who knows, you may even get some medals.

HOLIDAY LEMMINGS LEVEL CODES

FLURRY

LEVEL	NAME OF LEVEL	CODE FOR LEVEL
1.	Climbing to the Top	No code!
2.	Floating Lemming Flurry	IJJLDNCCCN
3.	Holiday Lemmings	OJNLHCEDCT
4.	Lemming Tracks in the Snow	HLDLCMNECT
5.	Christmas South of the Equator	LDLCAJNFCK
6.	Lemming Snowfall	LHCKKONGCN
7.	Lemming Snowjourn	LCANNLDHCQ
8.	Clouds of Lemmings	CINLLLHICL
9.	A Block from Home	CAJHMDLJCJ
10.	Lemmings below Zero	MJHMDLCKCW
11.	At Home in a Cave	NJOLHCGLCN
12.	Presents of Mind	JMDLCINMCK
13.	Yo-Yo-Lem-Lem	MDLCAKLNCS
14.	Marshmallow Land	DLCKJNMOCO
15.	Head for the Hills	LCENMMDPCM
16.	The Long Way Around	CKNOMDLQCV

BLIZZARD

LEVEL	NAME OF LEVEL	CODE FOR LEVEL
1.	Odgil Lemming!	CAJKNNHBDM
2.	Lemmings up High	KJKLFLCCDR
3.	Check your Hints!	NJLGNCADDO
4.	Santus Lemmingus	JLFLCKNEDW
5.	It came upon a Lemnight clear	LFLCAJOFDO
6.	A Single Lemming...	FLCKJNLGDY
7.	Break on Through...	LCANNLGHDU
8.	Presents of Mind 2	CMOONOHIDJ
9.	Lemmings...The Motion Picture	CAJJMFNJDQ
10.	The Wrath of Lem	KKHMFNCKDK
11.	The Search for Lem	NKMFNCALDX
12.	The Voyage Home	KMGLCKNMDR
13.	The Final Frontier	MFLCCJMNDX
14.	The Undiscovered Country	NJCMKNDODM
15.	The Needs of Many...	LCANNMFPDM
16.	The Next Lemeration	BDNNMONQDV

HERE ARE A FEW OTHER USEFUL TIPS...

1 If a Builder hits a steepish slope he will stop building and turn around.

2 On early levels practise using the lemmings' special abilities. Try completing level one without Climbers and level two without Floaters.

3 On Blizzard level two, you will need to use the Digger/Builder method to block off the lemmings.

4 On level 14 (Blizzard) the exit is hidden under snow in the steel boxes in the bottom left-hand corner! Use Miners and Bashers to get there.

I am, however, stuck on level 16 (Blizzard Rating) and would be grateful for some help (preferably a solution)!

R Martin, Whitwick, Leics



£25 WINNER
Lucky, lucky man. R Martin of Whitwick wins an *Amiga Format* £25 Mail Order Voucher.

STAR TREK: 25TH ANNIVERSARY

Reviewed *AF56* 50%
Interplay ● 0865 390029

When in space combat, fire your phasers and torpedoes at the enemy vessel. Then press D to get Scotty on the damage control. All the action stops, but your phasers and torpedoes will still recharge. When the action begins again you will be able to fire at the target straight away. Repeat this process a few times and your enemy will not last long.

P Mountain, Doncaster

LIBERATION: CAPTIVE 2 CD32

Reviewed *AF55* FG91%
Mindscape ● 0444 2462333

If you hang on to the Data Crystal after completing the first mission, you can use it to find the other captives on all the other missions without having to hunt around for clues.

C Colquhoun, Ashford, Middlesex

CHAMPIONSHIP MANAGER 93/94

Reviewed *AF48* 82%
Domark 081-780 2222

Select New Game. Select Tranmere. Select Arrogant. Call yourself Mr Bulgaria. You will now have about £34m to spend.

Davy Gibson, Whitley Bay

HELPING HAND

Are you trapped in a dungeon of despair, or left in limbo on a level? Then write in to Rob Mead and he'll do his best to sort out your gaming problems.

CHAOS CODES


Blam! Blam! Blam! Blam! Blam! Two muscly geezers shooting the hell out of everything.

Can you supply me with the one-player passwords for *Chaos Engine*?

M L King, Basingstoke

Certainly. Type in the following codes for maximum lives, strength, speed and loads of money:
World Two: XJKSOMH1Z92V
World Three: C4HQYOQ4NJ3M
World Four: V7YRZK8D13GS

RED CARNATION

We're stuck on *Operation Stealth*. How do you get the red carnation?

Alison and Matthew Chinn, Braunton

Examine the US passport from your briefcase and take the bunch of notes. Go to the bank and use the notes on the bank clerk. Use the coin on the florist to get the red carnation.

SUNKEN GALLEON

Could you tell me where the sunken galleon is in *Monkey Island 2*?

Kevin Sullivan, London

The co-ordinates for the galleon can be found in the Great Shipwrecks book in the library. To get it you need to go to the library and open the model lighthouse, take out the lens and look at the card catalogue.

Now open the drawer labelled C/D, find a card called Disasters and look in the P/Q/R drawer to get the recipe card. You can now go to the librarian and ask for The Joy of Hex, Great Shipwrecks and any other book of your choice.

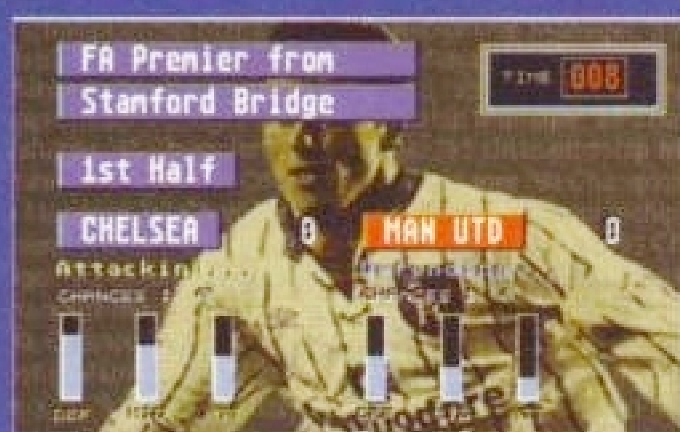
There are still a couple more things you need to do, but I'll leave you to work them out. Eventually, though, you get to charter a ship from Captain Kate, sail to the sunken galleon co-ordinates and dive over the side to the ship.

LOST IN THE TRANSLATION

In Issue 53 of *Amiga Format*, there is a solution for Part Four of *Flashback*. The code is down as GOOD, but this doesn't work. In Part Seven, Issue 56, the code is down as HALL. That didn't work either, but next to the dot number one in the picture, the code is clearly shown as BOLD. This works. I was hoping you could send me the real code for Part Four.

There are two versions of Flashback *available – one French, the other English. The level codes we printed for the complete solution were correct for the French version and we also printed all the English codes in the Christmas Issue (AF54). It appears you have an English version of the game, so the correct code for Part Four is GURT.*

CHAMPING AT THE BIT



You'll be over the moon if you follow our tips for *Championship Manager 93*.

I've been playing the truly excellent *Championship Manager 93* and I would be very grateful if you could print some tips for the game.

Andrew McMullan, Bristol

A strong midfield is essential during matches - keep an eye on them by looking at the march stats screen, adjust formation to outwit the other team and try not to ask players to play a too advanced style of footie. In the transfer market, it's best to look for bargains when you're in the lower divisions. Experience is useful, so don't spend all your money on one player - spread it around several cheaper and older players and you'll find promotion to the next division much easier.

It's fatal to rely too heavily on player history, especially where injuries and bad seasons are concerned. You should also try to keep players under contract. The longer the contract, the more they're worth. Use scout reports, but don't rely on loaned players because they can't play in cup competitions.

During the pre-season you should try out as many of your players as possible and organise friendlies so you can spot the weaknesses in the opposition teams. You should also insure your best players and rehabilitate them when they face a long lay-off.

CHEAT-FIGHTING MAN


I don't think fighting women is very clever, especially the women I know, anyway.

Do you know any cheats for *Body Blows*?

Ben Welsh, Alton, Staffs

You can access the Body Blows cheat menu by holding joystick one down for five seconds.

STAR STRUCK

I'm completely stuck on the second episode called Hijacked in *Star Trek: 25th Anniversary*. I've defeated the Elasi ship, boarded the USS Masada and killed the two Elasi guards, but I have no idea what to do next apart from fixing the transporter, which I can't do. Please help.

Imraw Ali, Bradford

In the Transporter Room, use the Med Tricorder on the Transporter Chief. Take the transmogrifier. Talk to Transporter Chief again and use Spock on the transporter controls. Exit east door.

In the corridor, use the Sci Tricorder on the north door, then on the junk on the right side of corridor. Get the junk. Go through the east door.

You now find yourself in the brig. Use the Sci Tricorder on the brig controls, then use Spock on the wires below the brig controls. Use Spock again on the brig controls and take the wires below. Go through the west door.

Back in the corridor, use the stun or kill phaser on the phaser welder. Use the phaser welder on the forcefield (left of door and a little above ground). Exit south.

You're now back in the transporter room. Use the phaser welder on the metal bits to make a transmogrifier bit which you should then use on the transmogrifier. Use the transmogrifier with the bit on the transporter controls. Next use the wire from the brig controls on the transporter controls. Now get Spock to use the transporter controls to be beamed to the Masada's bridge.

Talk to Elasi Cereth. Give response one. Finally, beam back to USS Enterprise to complete the episode.

MUSIC AND MACHINES

Please can you help me? I've got completely stuck on two games, *Fascination* and *Ween*, and it is really starting to get very, and I mean extremely, annoying.

In *Fascination* do I have to play a tune on the organ in the room or just a note? Is there a cheat sheet? There is also a birth sign I have to put in on the same screen. Where is it? Please help.

Also, in *Ween* towards the end of the game, when you get to the odd-looking machine, I don't seem to have enough time to stop the string from dropping down. Please could you give me some advice?

Graham Lever, Bolton, Lancs

In Fascination, *the first thing to do is pick up the newspaper near the three kittens, then use the lamp on the microscope to reveal the musical notes - B, A, D+, G and E (D+ being a black note). Look at the zodiac wheel and press the right button, then the left button ten times. Now play the five notes from the lamp to reveal a secret passage.*

In Ween, *click the levers of the machine. Then click each one again four times – bring them down and pull them up again – from right to left. Click on the engravings. Press on the letters D.J.E.L. Click above the niche and put the heart in the opening. Take the knife. Collect the bamboo at the bottom right of the machine. Use the knife on the bamboo. Use the knife on the bamboo again to get a flute. Call up URM.*

Collect the stone, put it in the hole on the engravings. Click A.Z.E.U.L.I.S.S.E. Take the statue from the right niche and on the niche above the engraving. Use three grains on R.E.V.U.S.S. AF

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

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ST REVIEW 91%

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St Format 81%
Cu Amiga 79%

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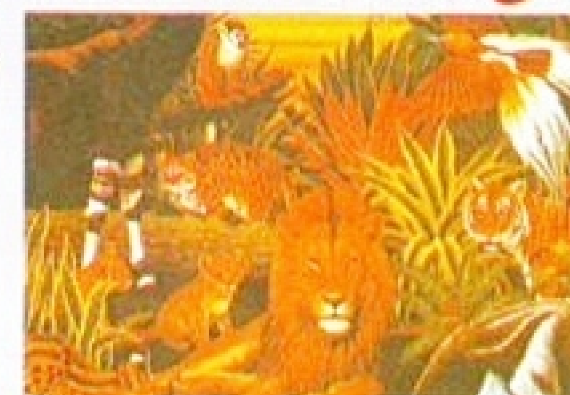
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On the SERIOUS SIDE



HELLO THERE! We've had a little reshuffle this month. I don't know quite what Jeff said in the last issue that upset Art Editor Sue White, but his column has been redesigned and now languishes at the bottom of the page.

Anyway, this month we've got more than a few exciting reviews for you. For a start there is a brand new version of *ADPro*. The latest version is completely AmigaDOS-friendly and has a great new interface.

There is also a new version of *VistaPro* which will work on an unexpanded A1200. And, as if that wasn't enough for graphics fans, we also have a review of *Lightrave* – a program which enables you to use *Lightwave* without having to buy one of those Video Toaster things that everyone keeps talking about.

Before you even get to the reviews though, Richard Baguley (and that's pronounced Bag - you - lee) will be boggling your mind with a feature all about how you can join two or more Amigas together for double the fun and twice the electricity bill.

Following the reviews we drift off into the vagaries of PD before we get to the really good bit – the Workbench pages where I get to make facetious comments about the publisher, hopefully without him noticing.

Seriously though, we have, as always, a whole collection of authoritative reviews for you. Only people who know how the Amiga works and why people use it are allowed to put fingers to the keyboard for us. But, if you think we've got it wrong, write in and let me know.

Nick Veitch

REVIEWS



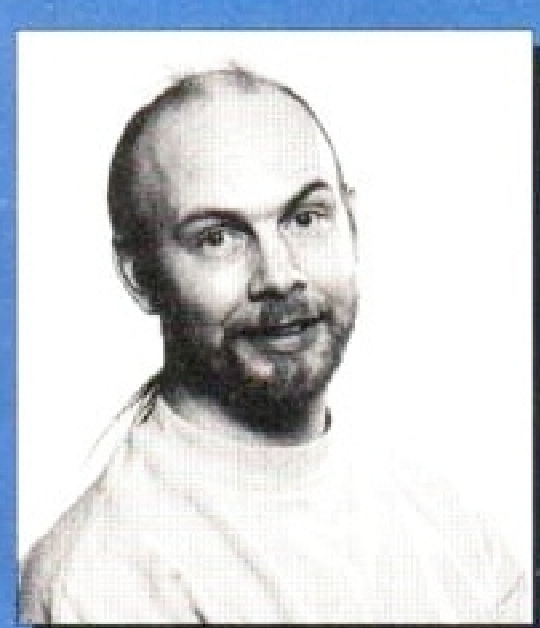
Check out the new version of *AdPro* on page 106.



We'll put you in the picture about *PPaint* on page 110.



Tune up and turn to page 128 for our *Studio 16* review.



JEFF WALKER

A veteran of the Amiga scene, Jeff has been producing or writing for the Amiga since its birth. All this time and he still has most of his own hair.

BIGGER, BETTER, FASTER LESS?

It wasn't all that long ago that you could do almost everything it was possible to do on an Amiga with a plain A500, with another 512K of RAM up its bum and a second floppy drive hanging off the back.

Magazines got scores of letters every month from readers asking whether it was best to buy the extra RAM first, or the second floppy drive. The answer was invariably both, an investment in those halcyon days that would set you back almost £200, bringing your total hardware investment, including the A500 itself, to about £600.

Almost all Amiga owners who wanted to do more than play games had absolutely no problem with this, but look at us now. The cheapest Amiga is the A600. Although it is now a discontinued line, there are still plenty of them jumping off retailers' shelves for about £100. Naturally this bargain price is attracting a lot of people.

Another floppy drive and another 1Mb of RAM is going to cost them about another £100. Surprisingly, most new A600 owners immediately understand the need for more RAM, and more often than not they will buy another 1Mb at the same time as buying the A600. But suggest buying another floppy drive and most new users will give you a million reasons why they do not need one.

So, five years ago most new Amiga users were happy to invest £600 in their hardware, but new users today cannot justify spending even £200.

Just as the Amiga itself has matured, so has Amiga application software. Applications are bigger these days, requiring more RAM. Often an application's file size grows so large that it can no longer be run from floppy disk. Five years ago software manufacturers took pride in keeping their applications so small that they would run in 512K.

The same manufacturers take the same pride now in building applications that need four times as much memory just to load, and perhaps six or seven times as much memory to use creatively. Now, a funny thing has happened. Manufacturers are not selling as much software as they used to, even though the Amiga user base is growing. Some blame it on piracy. Others, as I did in my column last month, ask if Coverdisks are harming the market. But there may be a simpler reason.

If your software requires lots of RAM and runs from floppy like a one-legged dog, how can you expect to sell it to Amiga owners who do not own the required hardware? Instead of putting them down or complaining that "the Amiga applications market is not sophisticated enough", you should be developing applications that new owners can run.

I've got some software on my desk right now that is a truly excellent program. It's been around for quite a while, but it failed to sell and its price was reduced to less than £50, about a quarter of its original price. It was worth every penny of its original price, but it needs 4Mb of RAM and a hard drive.

Why couldn't the manufacturers see that the reason it didn't sell was not because it was poor software, but because the people they are trying to sell it to do not own the required hardware? Reducing its price will make no difference. This company should have used their ingenious brains to work out how it could be run with less RAM and from floppy disk.

But that, of course, would involve them actually doing some work to earn their money.

THESE OPINIONS ARE NOT NECESSARILY THOSE OF AMIGA FORMAT



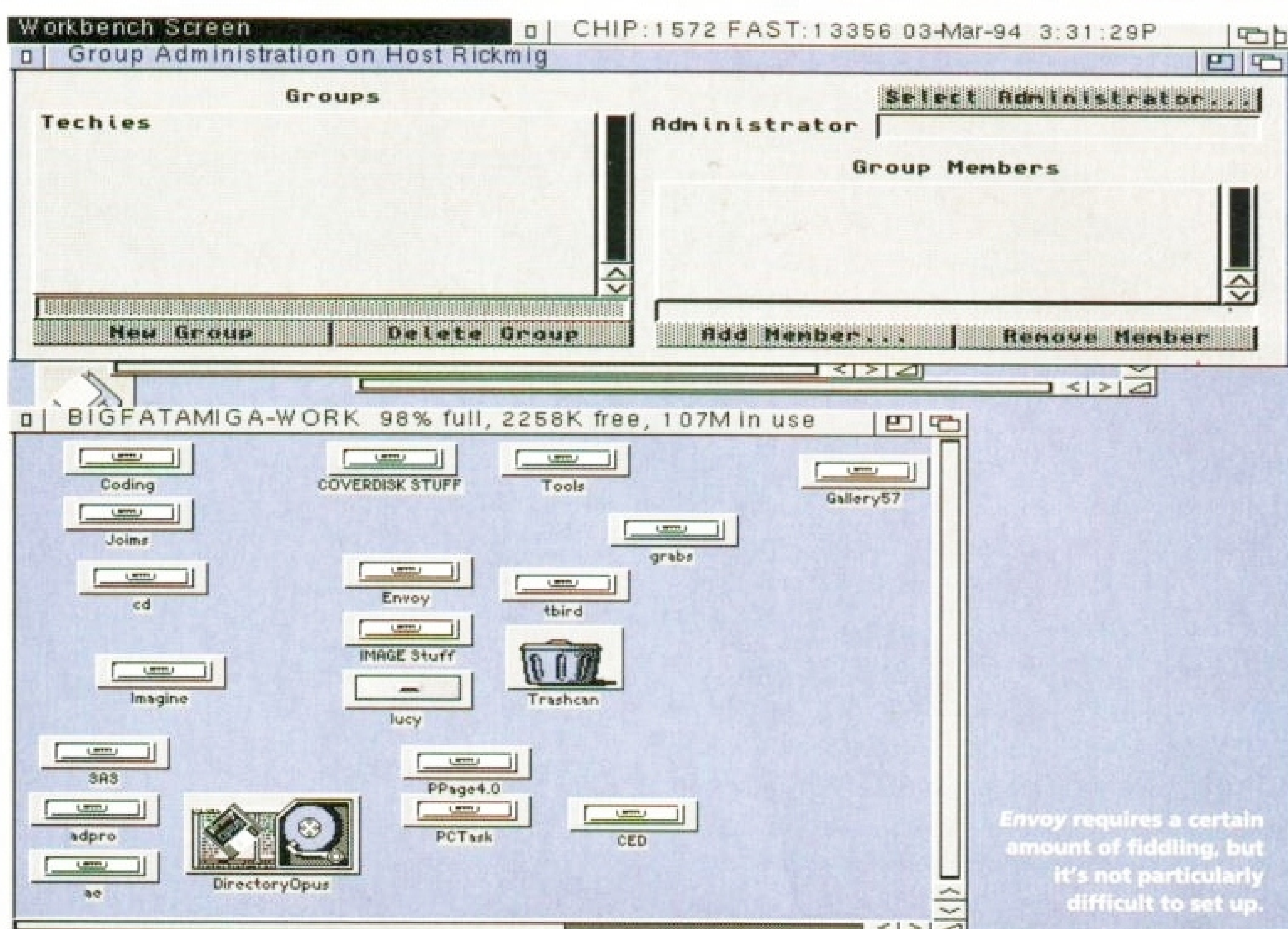
GET IT TOGETHER

THE FUTURE OF computing does not lie in bigger and faster machines, but in connecting computers and sharing their power.

It has been possible to connect many types of computer for several years. The Apple Macs we use for laying out *Amiga Format* are all connected across a network and PC users can use *Novell Netware* to network their machines. Up until now, there has been no comparable standard on the Amiga, although there have been several different systems which allow you, with differing degrees of success, to connect Amigas.

But Commodore have finally got their act together and released the *Envoy* networking system which provides an easy and standard way of joining Amigas together.

The idea behind *Envoy* is simple: you can connect several machines so that they can access each others hard disks as well as sharing a printer. This process is invisible to programs which are running, so they can access the disk of a remote machine as if it were connected to their machine. If you install and run software from a remote disk an icon for it appears on your Workbench as with any other program. You can also set up the Amiga to print to a printer connected to another machine, and again this process is invisible to the programs. This means that you could have several different printers on a network, and switch between them as required. *Envoy* is a peer-to-peer system, which means that you don't have to have one central machine which acts as a file server. Instead, every user on the *Envoy* network can access the hard disks and printer connected to any of the other machines.



Envoy requires a certain amount of fiddling, but it's not particularly difficult to set up.

But the really clever part of *Envoy* is the way that it deals with the hardware which sends and receives the information from the network. Instead of talking directly to the hardware, *Envoy* works through a driver, which is written for the hardware used.

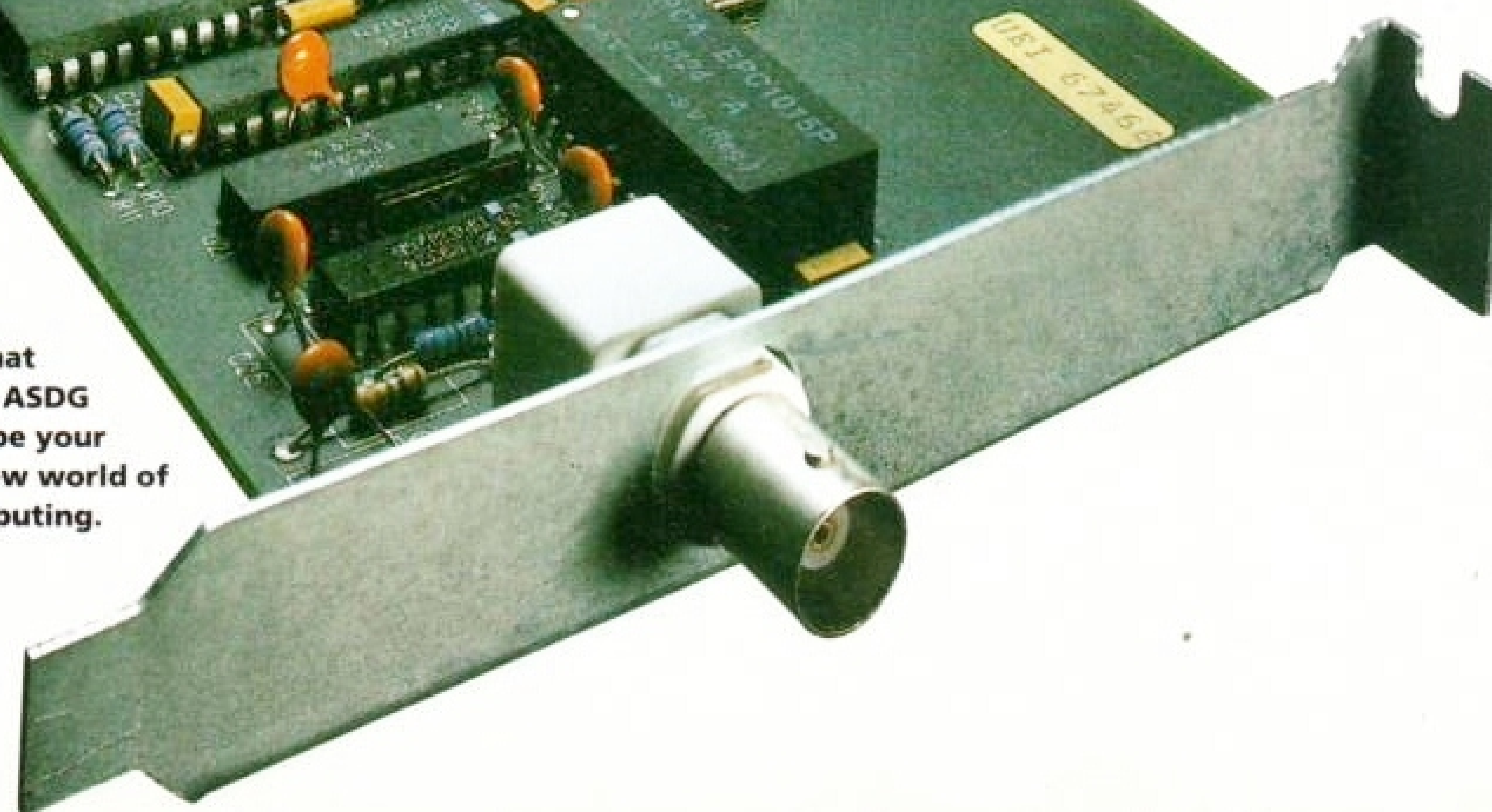
Commodore designed a standard (called Sana II) which defines exactly what this driver has to do, and how the software should talk to it. This information is widely available, so hardware manufacturers should have no problem writing a driver for their own product.

This means that *Envoy* can work with any form of network hardware from a modem serial link to an Ethernet card, providing there is a driver written for it. As far as the user is concerned, the way machines are connected is irrelevant.

The most common method of connecting computers is a system called Ethernet, which uses a single cable running between all of the machines on the network. Not only can *Envoy* work quite happily with this system, but it can also work alongside other types of networks including ones for other machines such as Novell (for the PC) and Appletalk for the Mac.

Each of the bits of information passed around the network has a code attached which tells the computers which system it is intended for. This means that you can quite happily connect several Amigas using the wiring for a Novell network with no problems, so you don't have to have two sets of network cables in your home or office.

Unfortunately you cannot pass information between the two different types of network, but it does make planning the wiring for your network an awful lot easier.



It may not look that stunning, but the ASDG LAN Rover could be your key to a whole new world of co-operative computing.

Don't you sometimes feel a bit sorry for your Amiga, sitting all on its own on your desk? It's not got much of a social life. Well, now you can introduce your machine to a new group of friends with the new Envoy software. Richard Baguley makes the connections...



Although the ability to share resources such as disks and printers is a great benefit, you may not want everybody to have access to the contents of your hard disk, so every *Envoy* user is given a name which can be protected by a password. Only the people who know the password for the right user name can read your disk.

Alternatively, you could set up the network so only a select few could write to your hard disk, but everybody could read from it. You can also set *Envoy* to automatically send the output of a particular user to a certain printer, so you could have one user automatically printing to the laser printer connected to one machine, another to the dot matrix and a third to the John Bull printing set in the corner.

The speed at which data is transferred between machines depends on the type of connection between them, but I was able to copy a 500K file across our office between two Amigas linked together by ASDG LAN Rover cards in just under six seconds.

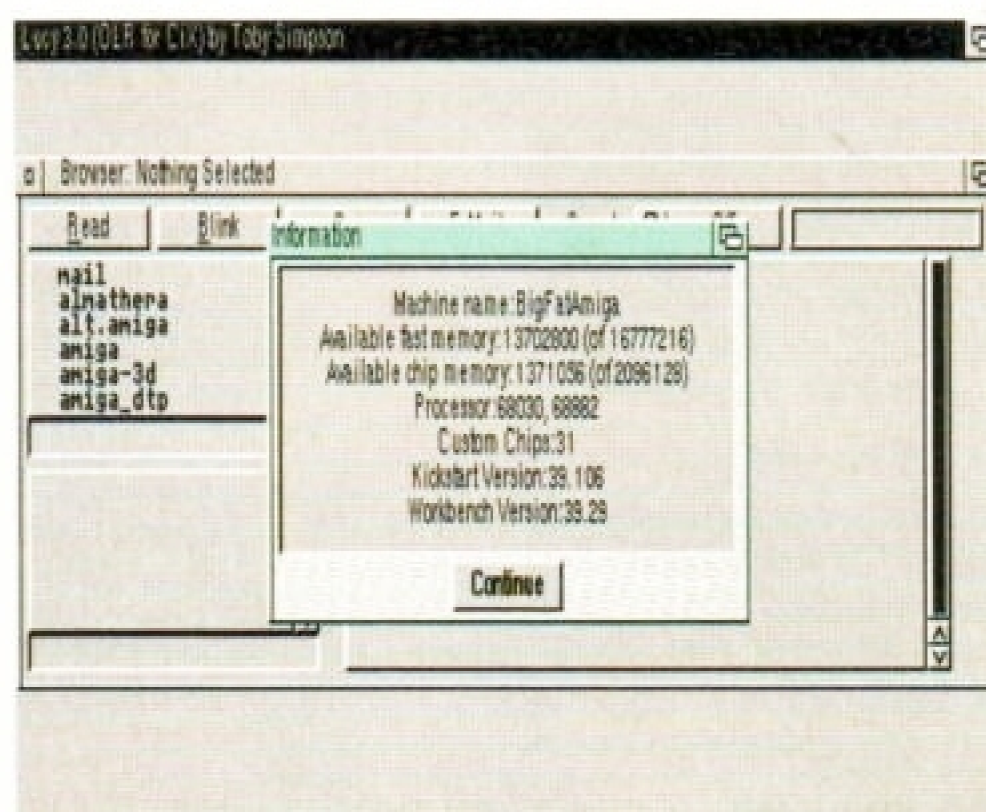
This is nowhere near as fast as with a hard disk connected to the machine, but it's perfectly acceptable for everyday use, and has the benefit of having one large hard disk for everybody to use instead of a number of small ones.

There is a lot more to *Envoy* than just file sharing. It's all controlled through a set of libraries which can be easily accessed by other programs, so expect to see various programs updated to take this into account soon. This means that programs could co-operate with other copies of the program running on other machines, and share tasks between them.

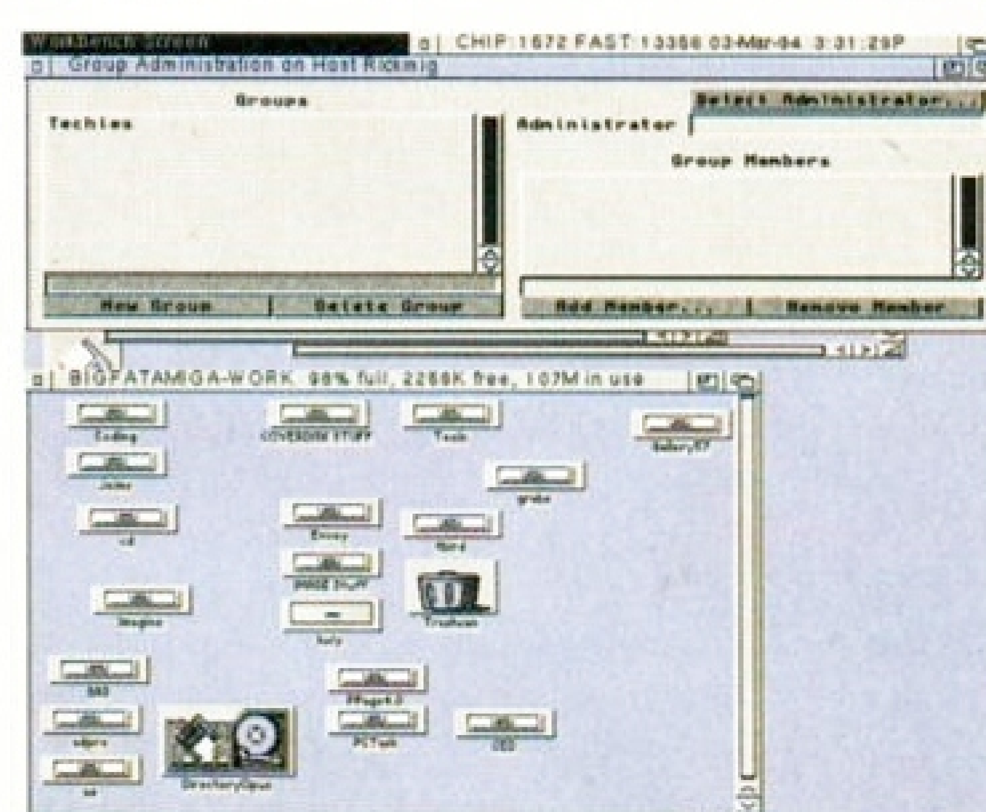
A ray-tracing program, for example, could be rendering different frames of an animation on different machines and combining these together into the final animation on one of the disks.

Paul Beigle-Bryant of noted Amiga animators Foundation Imaging reckons: "Networking is the Anarchists supercomputer, because anybody can go out and do it. You can either go to the Cray corporation and buy one or nip down to *Dixons* and build yourself one."

Although there have been systems for connecting Amigas together before, none of them have been as flexible as *Envoy*, nor have they provided an all in one solution for two machines to several hundred. What's more you can happily have machines running *Envoy* and other networks on the same wiring, so there is no longer any need for the Amiga to be left out in the cold when it comes to talking to other machines.



You can even use the Lucy Off Line Reader program for CiX to see what sort of chips and how much memory other network users have.



Envoy has a full security system built in, so that you can limit who can do what to the various disks which are accessible over the network.

HARDWARE THE HARD WAY?

Because you can use *Envoy* with any networking device that has a driver written for it, there are a number of different ways to connect together various types of Amigas.

At the really cheap end, there's a program called *Plip*, written by two gentlemen called Oliver Wagner and Michael Balzar, which uses a Parnet-style cable to connect two machines. The software side of it includes a SANA-II driver, so you can use *Envoy* to link the two machines. It's not particularly fast, but it it is cheap.

There are several cards available for big box Amigas such as the A2000, A3000 and A4000. ASDG have produced a Zorro II Ethernet card called the LAN Rover (available from Meridian on 081-543 3500 for around £250). Blittersoft (0908 220196) are now handling the Ariadne network card (£199.95), and can also supply Liana (£59.95), which uses the parallel ports to link together machines.

If you want to connect either an A1200 or an A600 into a network, you can use Interwork's PCMCIA Ethernet adaptors. These plug in to the PCMICA slot of your Amiga, and are supplied with SANA – II drivers.

They connect to other machines through either a 10BaseT or a 10Base2-style connection, which means that you could network your A1200 or A600 to any machine which supports either of these two popular Ethernet connections.

The Ethernet adaptors are available from Ramiga International on 0690 770304, and each card will cost you £249.

WHICH WAY TO THE SOFTWARE?

Although Commodore have written *Envoy*, they have decided not to sell it themselves, because they don't have the resources to market and support it. In fact, most of Commodore's networking department now work for other companies.

The only way to get *Envoy* from Commodore is to pay to become a registered Amiga developer, which will cost you a minimum of £50. Contact Sharon McGuffie on 0628 770088 for details on how to join the developers programme. If you are a serious Amiga programmer, this may well be worth your while as it also gives you access to technical support and a number of developers tools.

However, Commodore have also licensed *Envoy* to other companies, who will be responsible for selling the software and supporting the end users. There are a number of companies who plan to bundle *Envoy* with their network hardware, but at the moment it's only obtainable from a company with the easy-to-remember name of Intangible Assets Manufacturing.

The company is run by Dale Larson, one of the people responsible for writing *Envoy* when he used to work for Commodore. He also offers support for *Envoy* through a variety of E-Mail services. A two-user version of *Envoy* will cost you $59.95 (around £35).

At the moment there no UK distributor for *Envoy* has been confirmed, although several companies have expressed an interest. We'll keep you posted.

● Contact Intangible Assets Manufacturing at 828 Ormond Avenue, Drexel Hill PA 19026-2604 USA, or try the E-Mail: DALE@IAM.IAM.CO

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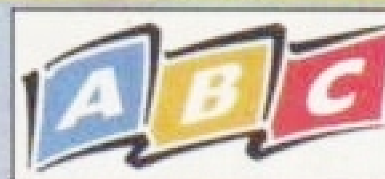
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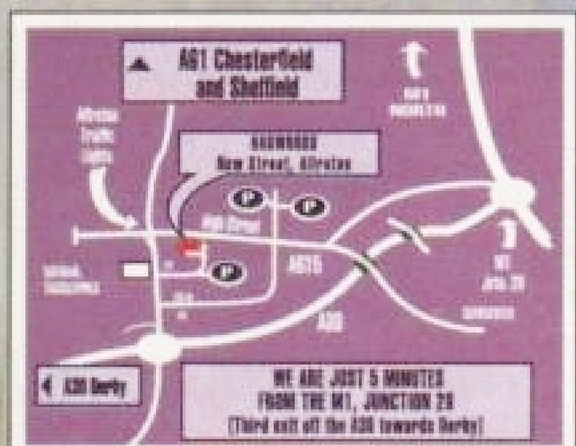
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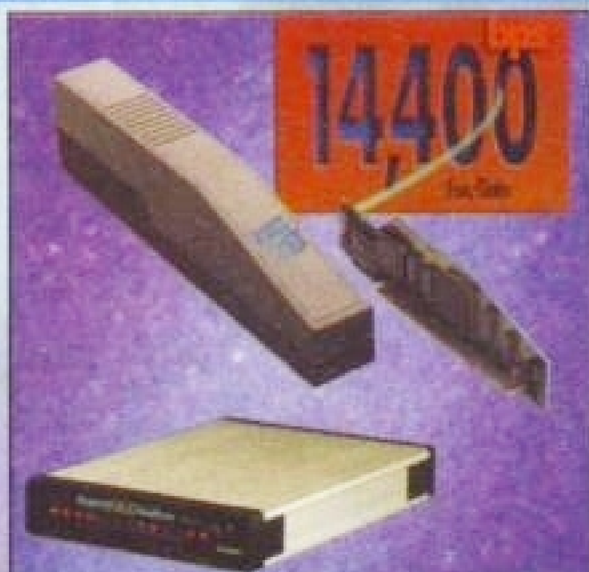
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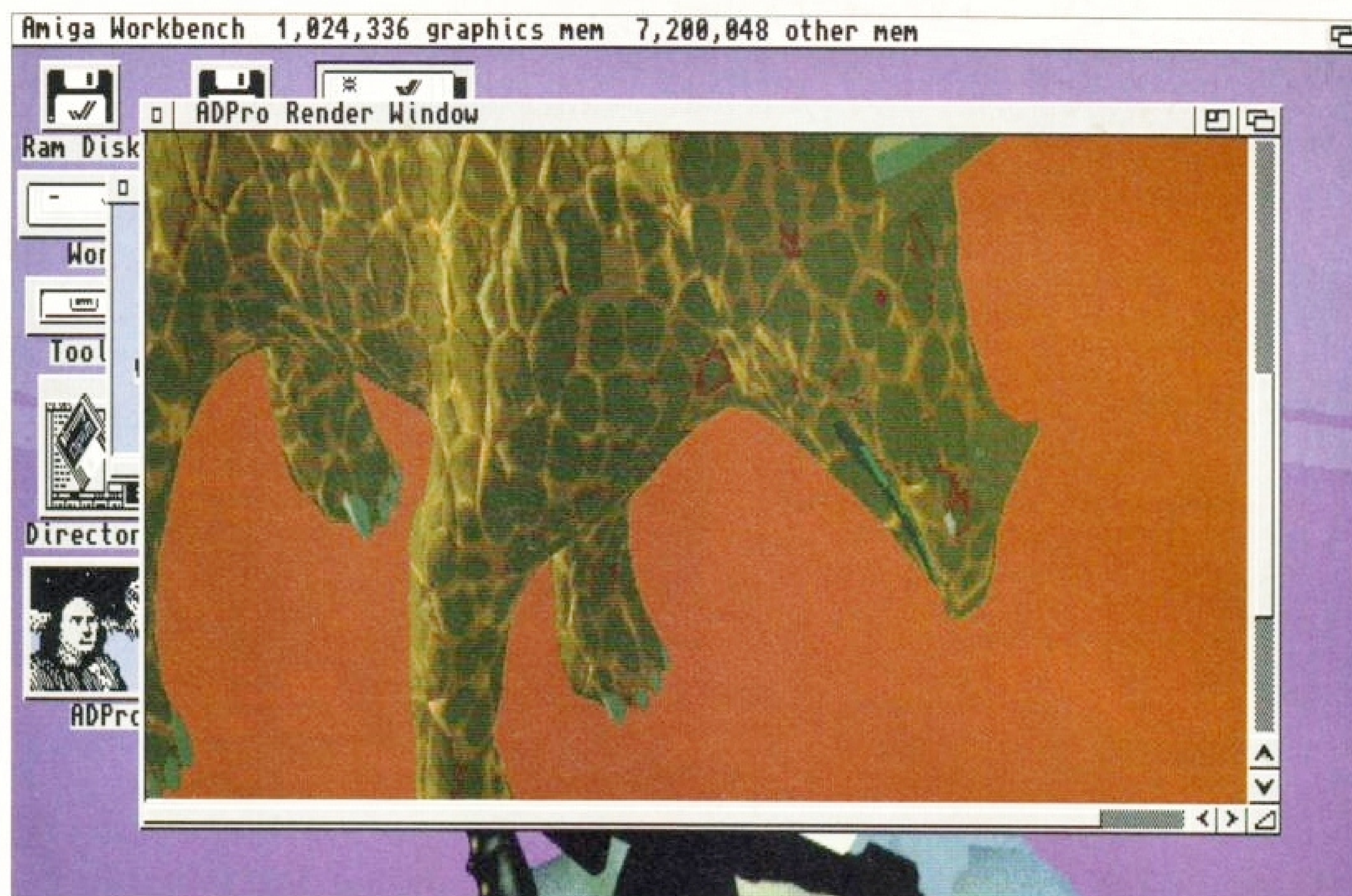
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The most highly-acclaimed Amiga image-processing package has gone through a major update. Nick Veitch gives you the complete picture about ADPro2.5.



One of the many features of ADPro is that the render window can be opened on the Workbench screen.

Art Department PROFESSIONAL 2.5

IF YOU HAVE never heard of *Art Department Professional* (or *ADPro* to its friends), then you must either be a new user or someone who has never really bothered with any software that doesn't work without a joystick.

Art Department has been the closest thing to an industry standard for image-processing on the Amiga for many years. But that's the problem.

It is a reliable old workhorse, but for some time, power users have been complaining that it is slow and clunky, that the interface is primitive, and that it doesn't really support AmigaDOS that well. These are the sort of gripes that you have to deal with when you're regarded as the best.

This update, which in our opinion would probably have warranted a 3.0 tag rather than 2.5, attempts to deal with these shortfalls. If you are an old hand at *ADPro,* the first time you load up the new version you will not feel at home.

The entire interface has changed. The old low-res, four-colour screen is long gone and so are the chunky buttons. Instead the *ADPro* screen can be forced to appear in any screen mode supported by the Amiga's Display Database.

In effect this means you can force the *ADPro* screen to appear in any of the screen modes that open when you use the Workbench Screenmode Prefs program. This includes the displays offered by graphics cards such as the *EGS Spectrum* and the *Rainbow.*

It isn't just the display resolution that has changed. The *ADPro* control screen can now consist of up to three windows. The primary window can be configured either as a collection of buttons (a tiny bit similar to the old interface), or as a set of four scrolling requestors, one each for Loaders, Savers, Operators and User Commands. It may be confusing at first, especially to long-time *ADPro* users, but the new interface leads to greater productivity. The screen can easily be set up to be optimised for tasks you perform most often.



It has also given ASDG a chance to update some of the operator modules. For example, when scaling it is now possible to lock the aspect ratio, so that when you change the size of the image you can be sure that it won't be distorted.

The Text Visual operator has been updated slightly. The maximum point size for text is now 1024 and the characters can be given their own X and Y scaling factors to make the system more flexible. This Operator is still fussy about which fonts it will use, though.

COMPOSITING: NOW YOU CAN REALLY SEE WHAT YOU ARE DOING

One of the most powerful features of *ADPro* has always been its ability to mix two images together, using alpha channels, a transparent colour or just a straight mix.

This process has been made a lot more powerful by the recent update. For a start, the compositing preview now appears in a high resolution screen, so you can really see what you are doing.

Also, instead of having to drag the source box around the window with the mouse, it can now be nudged in steps by a few keyboard commands. Secondly, the compositing feature can now deal with transparent ranges of colour. The old *ADPro* had to be told the exact colour value that was to be made transparent by using three sliders for Red, Green and Blue each of which had a range of 0 to 255). This was often difficult to determine. Also, when using images rendered against backdrops, there may be a range of colours that you would like to be considered transparent. That is exactly what is now possible with *ADPro2.5.*

The alpha channel support (a greyscale image which determines the mixing ratios of two images to be combined) has been extended to include embedded alpha channel support.



OPERATORS

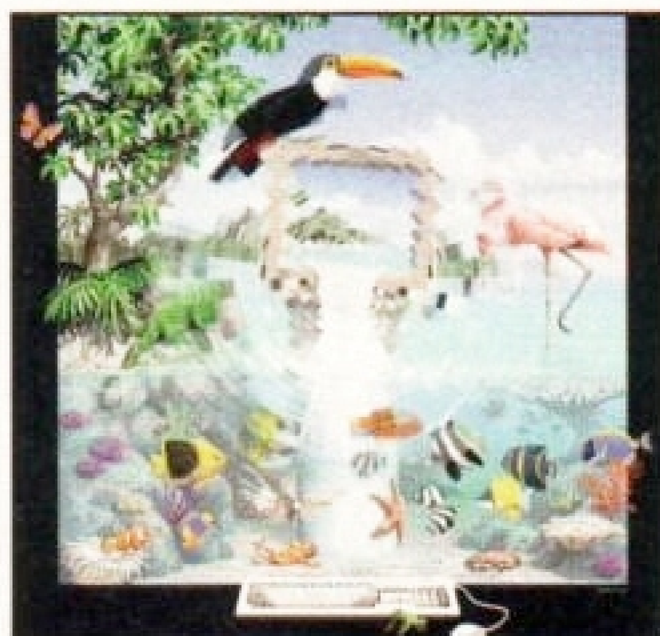
ADPro has an extensive range of effects which can be performed on the image. Some of them are unique amongst Amiga software, some of them are unique anywhere. The adaptability of this software is such that when morphing became a popular graphics technique, a morphing module was released that worked from within the *ADPro* environment. The images here show just some of the effects possible.


The Oilpaint operator creates a particularly pleasing effect.


The bottom right corner of this image has been warped.


You can map everything on to a sphere if it takes your fancy.

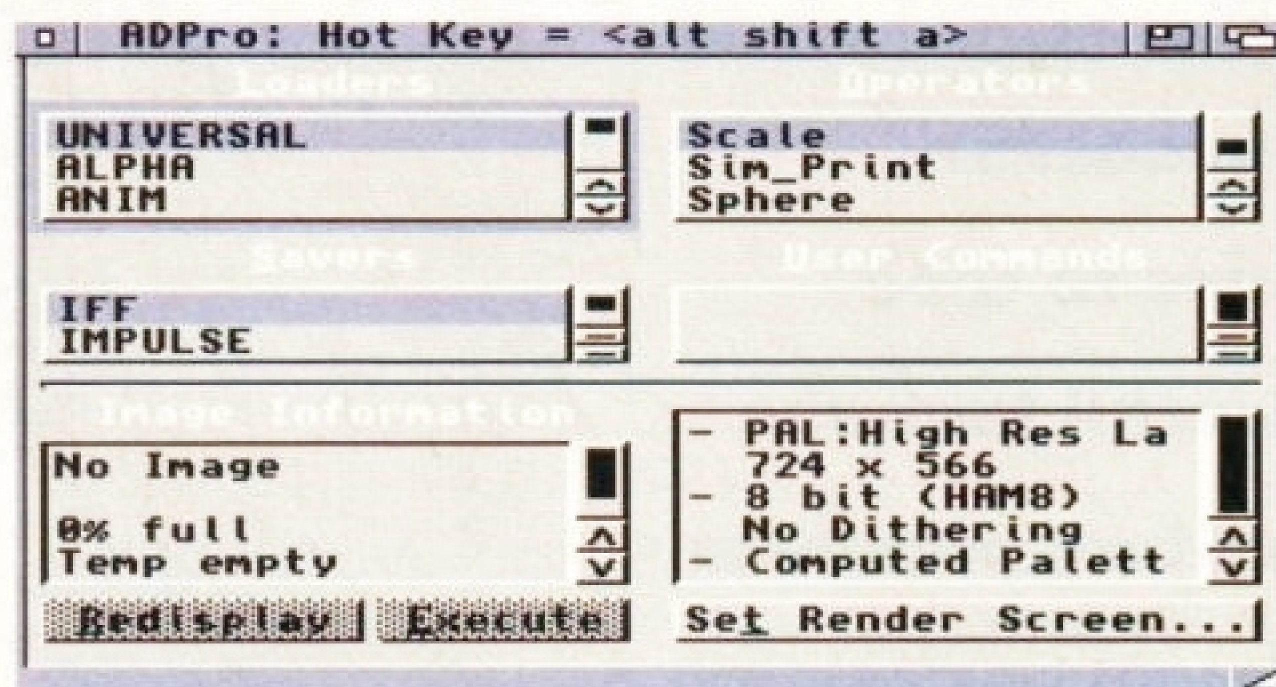

SimPrint gives you an idea of what everything looks like on a dot matrix.


A Polar Mosaic sounds like a nice thing - if you can think of a use for it.


Antique gives images a sepia, daguerro-type look.

One of the major features of *ADPro* is that everything can be driven from ARexx scripts. This program has by far the greatest level of ARexx control of any software for the Amiga. User scripts are now better integrated into the software, with a special window for calling your own scripts.

Another great amendment is better memory handling. The original *ADPro* used to grab all the Fast RAM on the system bar about 200k. This meant if you wanted to multitask with other software, it would have to be run first.



As you can see the new interface is radically different, but much more productive.

SYSTEM REQUIREMENTS

In order to use this version of *ADPro*, you will need to have at least 4Mb of Fast RAM and Kickstart/Workbench 2.04 or better. You will also need a hard disk, as the program will only install to a hard drive.

I would strongly recommend that you have at least 8Mb of RAM and an accelerator if you plan to use many of the Operators on a regular basis.

WHO USES ADPRO?

In its most basic role, *ADPro* is a very useful file conversion utility, which can handle a number of file formats used on the Amiga and other computers, such as the TIFF format used widely on the PC and the PCX and PICT formats which are used on the Macintosh.

However, this is a small fraction of the power of *ADPro*. It is a complete image manipulation tool. It can handle tasks such as palette reduction, scaling, rotation and a wide range of special effects. It is also possible to automate processes using ARexx scripts.

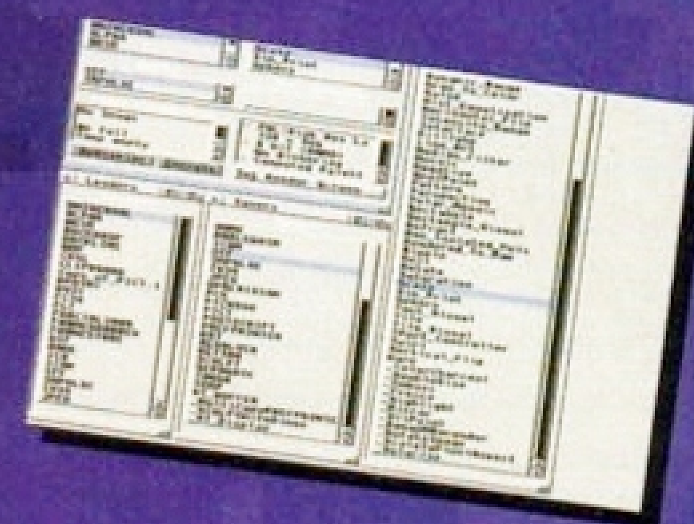
The answer, then, is that anyone who deals with a lot of images, for DTP, video or multimedia work, will use *ADPro*.

There is now a tooltype which can be set to indicate the maximum amount of memory that *ADPro* should reserve. Providing there is enough memory, you can also save your image to a temporary RAM buffer, which saves you a lot of fiddling about when it comes to those tricky compositions.

The only real competitor to this new version of *ADPro* is GVP's *ImageFX*, but the two programs have a rather different approach to their task. *ImageFX* was designed for a similar purpose, but uses a rather more visual approach. *ImageFX* also allows many operations to be performed direct to the image, in a paint package-style of interface.

We will bring you a comprehensive comparison of both these packages when the updated version of *ImageFX* is released in a few months time.

AD PRO 2.5



DESCRIPTION
Image processing software

MANUFACTURER
ASDG

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£199.95

RELEASE
Out now

SPEED ●●●●
Many areas of the software have been optimised for greater speed. HAM8 displays are still a bit slow.

MANUAL ●●●●
Extensively re-written to cover all the new features, although it's a bit skimpy in places.

ACCESSIBILITY ●●●●●
For new users, this is probably easier to use than the original. There are plenty of tutorial examples.

FEATURES ●●●●●
More operators than you could shake a disk at, although some are a little troublesome to use.

VALUE ●●●●●
This is the same price as the old version, and it's not much to pay for the power you get.

VERDICT

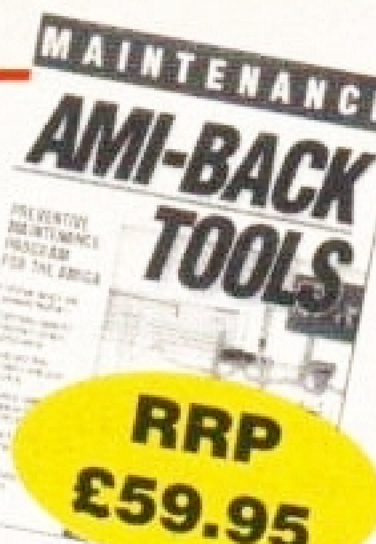
"This represents a quite outstanding achievement. ADPro has changed beyond measure, and it is a change very much for the better. A high-quality and good-value upgrade."

92%



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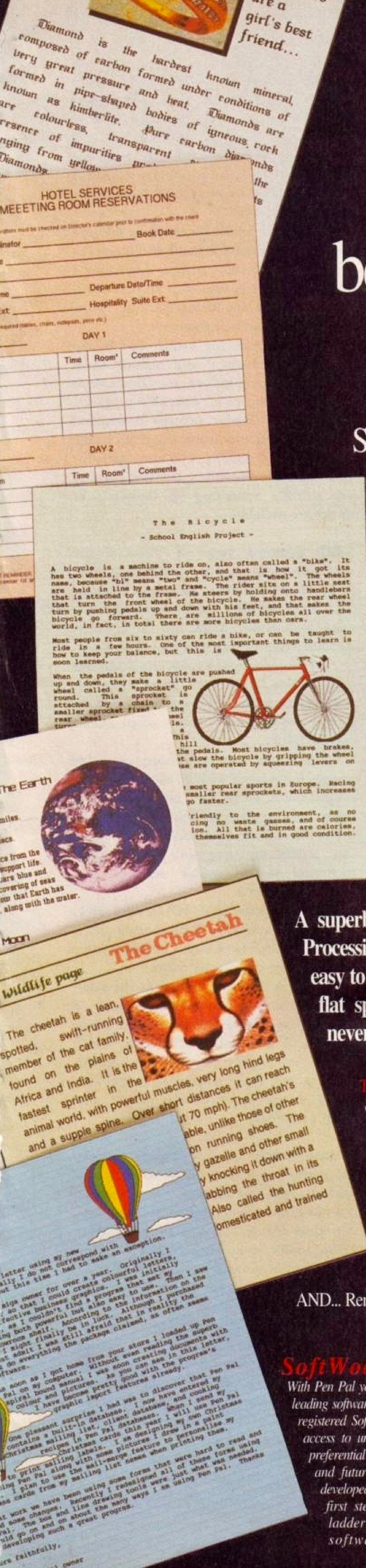
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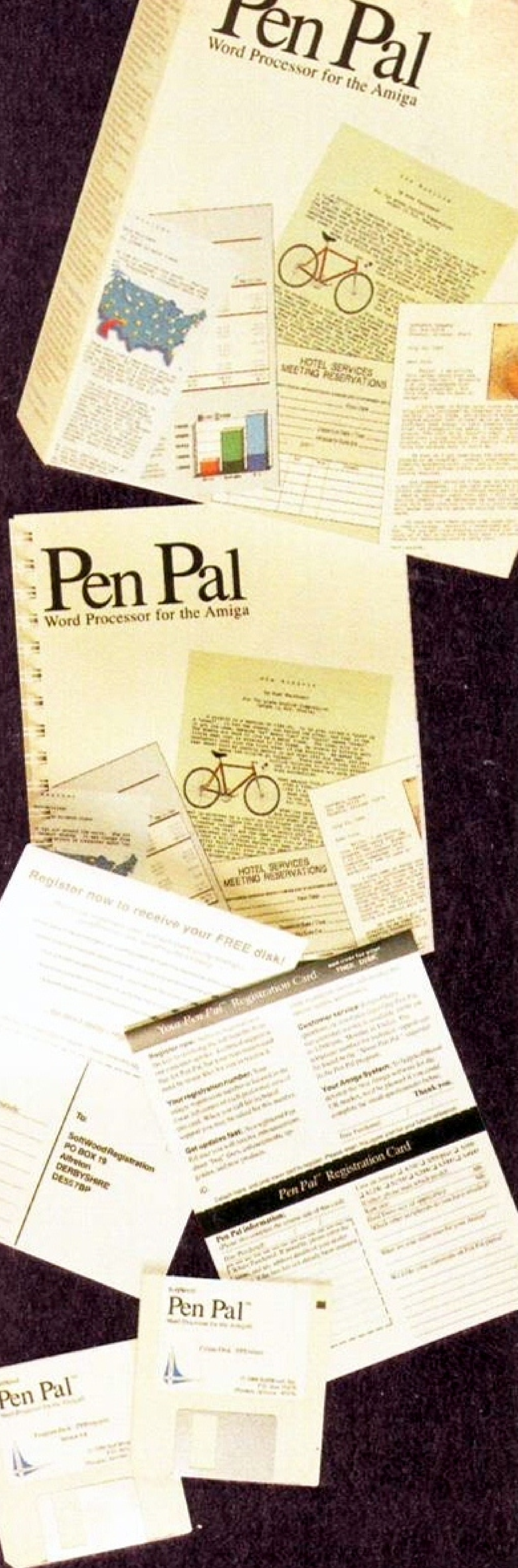


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Pen Pal

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Pen Pal is compatible with any Amiga from A500 to the latest A1200/A4000 ranges with a minimum of 1 Mb. available free memory.



The rather class variable magnify option makes picking out individuals a lot easier. Who on earth is this?

PERSONAL PAINT 4

John Kennedy looks at the colour of your money and finds a paint program to match.

ALMOST ALL AMIGA owners have a copy of *Deluxe Paint* because Commodore have included it in just about every software bundle they have released. And a great idea it was too, because nothing shows off the Amiga's graphics better than a good paint program.

With the advent of AGA graphics there came a rush of upgrades, and even one or two brand-new programs. Up to 256 colours on-screen in 'normal' graphics modes and over 262,000 colours in the special HAM8 mode meant that at last a standard Amiga could display pictures of near photographic quality.

Deluxe Paint magically sprouted AGA support, and *Brilliance* burst on to the scene to tumultuous cries of "The king is dead, long live the king". Meanwhile, a program called *Personal Paint* appeared but no-one took much notice, which was a bit of a shame really.

The new *PPaint* differs from the top two AGA programs in several respects. Firstly, it won't touch anything to do with animation, and secondly, it doesn't believe in HAM mode. It will load HAM8 and 24-bit images, but only on the condition that it is allowed to convert them to 256 colours before displaying them.

The advantage of this rather severe limitation is simple: 256 colour images are a lot easier and therefore much quicker to process and move around, and that's what *PPaint* is good at.

To rub it in, *PPaint* even has a set of image-processing functions built-in, and as usual these are useful for special effects. File handling is also an area where *PPaint* differs from the norm. Because it deals with images with a maximum of 256 colours, it has borrowed heavily from the PC world where, thanks to VGA and SVGA graphic cards, these formats have been around for years.



Not only do you have to think of a cunning name when saving, but you must also choose from a range of file protocols.

As well as the Amiga standard IFF protocol, you can also load and save images in GIF and PCX format. In fact, if you have a Workbench 3.0 Amiga, you can potentially load images in any format because *PPaint* makes use of the new datatypes.

By taking the file format out of the programs themselves, and making them separate loaders and savers, Commodore have made things a lot easier for programmers. A JPEG loader datatype is supplied with *PPaint*, which means any JPEG image can be loaded directly. The same goes for BMP files, and the Public Domain libraries are steadily increasing the number of datatypes available.

With version four of *PPaint*, all the new features are under the surface, but are powerful nevertheless. The most interesting one is the support for external video cards such as the *Picasso* and *Retina* which operate a retargetable graphics system.

Deluxe Paint would quite cheerfully fall over at this point, but *PPaint* keeps on trucking because it opens screens using a proper requester and knows when not to use the Blitter.

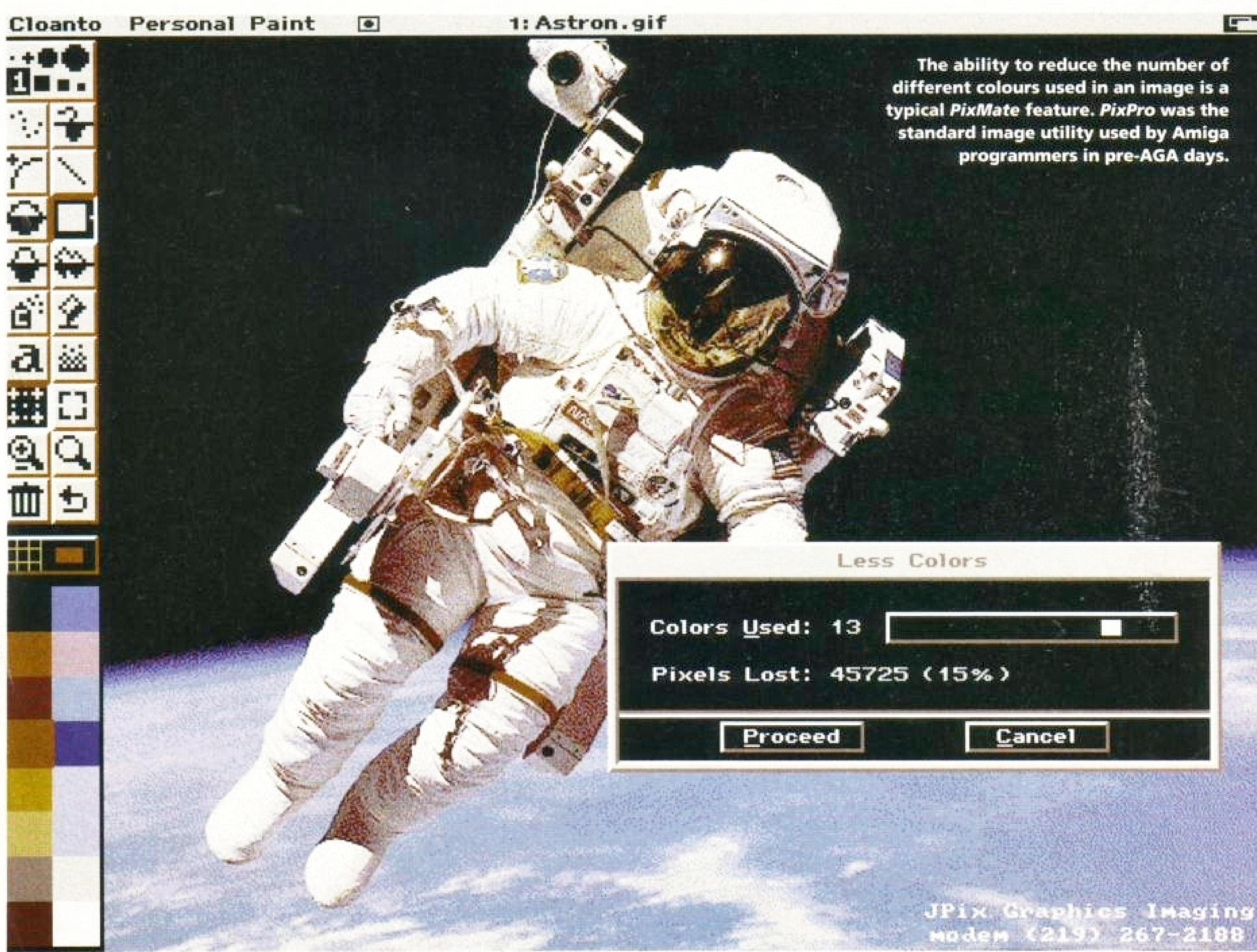
The input and conversion of 24-bit images is matched with *PPaint*'s ability to output them, either to a printer or some other PostScript-compatible device. All of the features normally associated with desktop publishing programs are present, including under colour removal and gamma correction.

If your printer is an HP DeskJet 550C you're in luck because *PPaint* comes with a special printer driver to get the most from this excellent piece of hardware.

The rest of *PPaint 4* remains the same as earlier versions. It's basically a clone of *Deluxe Paint*, with all the standard drawing and brush manipulation features. Some things are slightly better (such as the spline curve tool) and some things are slightly worse (such as the palette and range requester).

If you made a list of *PPaint*'s features you would notice that two are missing: animation and HAM support. Their absence is a rather interesting design decision, and it is clear that if they had been included *PPaint* would be an entirely different program, but not necessarily a better one.

In its present form *PPaint* is a curious mixture of *Deluxe Paint* and the *PixMate* image processing program. The use of register-only colours (no HAM), colour reduction options, pixel counting and screen grabbing lead me to believe that this is a package aimed at capturing the niche market of Amiga programmers. The ability to output images in *C* source code format is the real giveaway, but what was the reasoning behind the decision not to



The ability to reduce the number of different colours used in an image is a typical *PixMate* feature. *PixPro* was the standard image utility used by Amiga programmers in pre-AGA days.

PERSONAL PAINT 4



DESCRIPTION
Paint program

MANUFACTURER
Cloanto

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£59.95

RELEASE
Out now

SPEED ●●
The program's absolutely abysmal 24-bit conversion times drag down the overall score.

MANUAL ●●●●
PPaint's environmentally-friendly ring -bound manual is excellent and provides all the detail you need.

ACCESSIBILITY ●●●●
Remember the keyboard and menu options in *DPaint*? If you do then you can work *PPaint*.

FEATURES ●●●●
What *PPaint* lacks in arty features, it very nearly makes up for with its technical abilities.

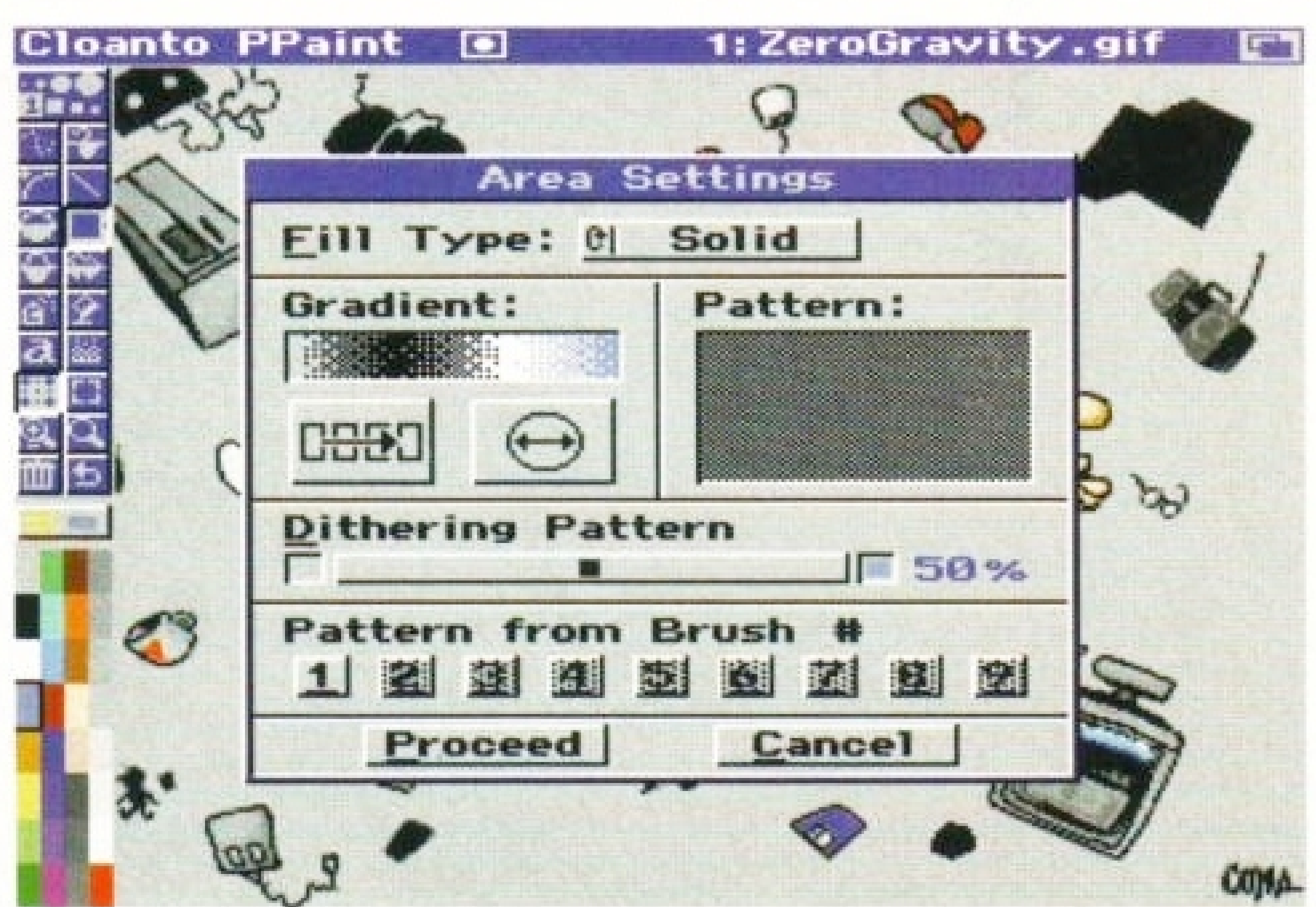
VALUE ●●●●
Well-priced to encourage new AGA owners to see the difference 256 colours can make.

provide ARexx support to automate lengthy processes? If you compare *PPaint* with *Brilliance*, the former comes away looking very plain and simple. Similarly, *Deluxe Paint AGA* will easily grind *PPaint* into the dust in any comparison chart.

However, with its PC-image format support and use of Workbench 3.0 datatypes, which is at present, unique, *PPaint* is a lot more serious.

In fact for *Assembler*, *C*, *AMOS* or *Blitz* programmers, I think *PPaint* version 4 could well become the package of choice, not least because it is available at this very reasonable price.

● *PPaint* is one of the programs included in the new *Computer Combat* A1200 bundle. For full details turn to News, page 24.



The *Personal Paint* Fill menu has all the gradient controls in one requester, but it is more confusing to use than *Deluxe Paint*.

VERDICT

"Personal Paint is an ideal graphics package for programmers and more serious user. It combines the best bits from Deluxe Paint and PixMate, but removes animation and HAM support."

74%

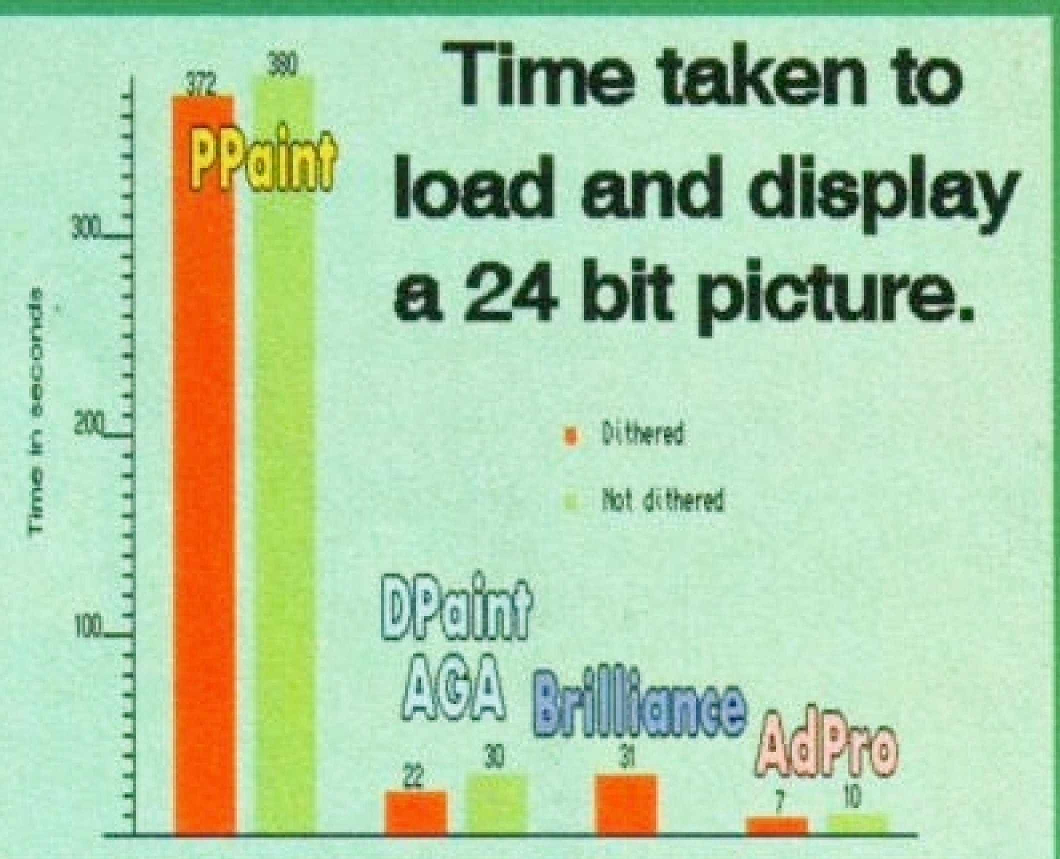
LOADING TIMEZZZZZ

Choosing the best 256 colours in which to display an image is difficult. Think about it – you're supplied with an image containing colours from a possible palette of 16 million different shades. How can you possibly pick the best?

This is a programming problem which has brought forward all sorts of ingenious solutions involving everything from Octree data structures to bisecting 3D Colour cubes – in other words, lots and lots of programming terms and dodgy maths.

The important thing is that it can be done. *Deluxe Paint* does it, *ImageFX* does it, *AdPro* does it – heck even I have written a program to do it. So tell me, why does *PPaint* take so flipping long to do it?

I loaded the same 256 by 320 24-bit image into several different programs. As you can see from the graph on the right, on an A4000/030 Amiga *DPaint* took about 22 seconds to make its choices whereas *PPaint* took more than six minutes. Simply put, this is far too long and puts a great stress on *PPaint*'s abilities to handle large files. In fact, the quickest way to get a 24-bit or HAM8 picture into *PPaint* is to load it into another program, display it there, and then use *PPaint*'s screen grabbing facilities.



Personal Paint is not exactly a fast mover when it comes to loading and displaying 24-bit graphics. In fact it takes six minutes to do what *DPaint* can achieve in 20 seconds.

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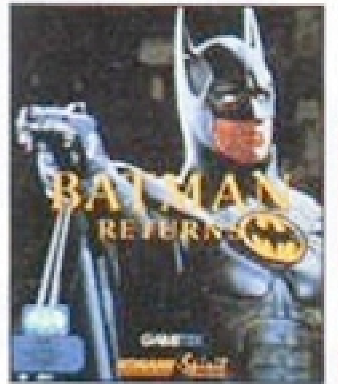
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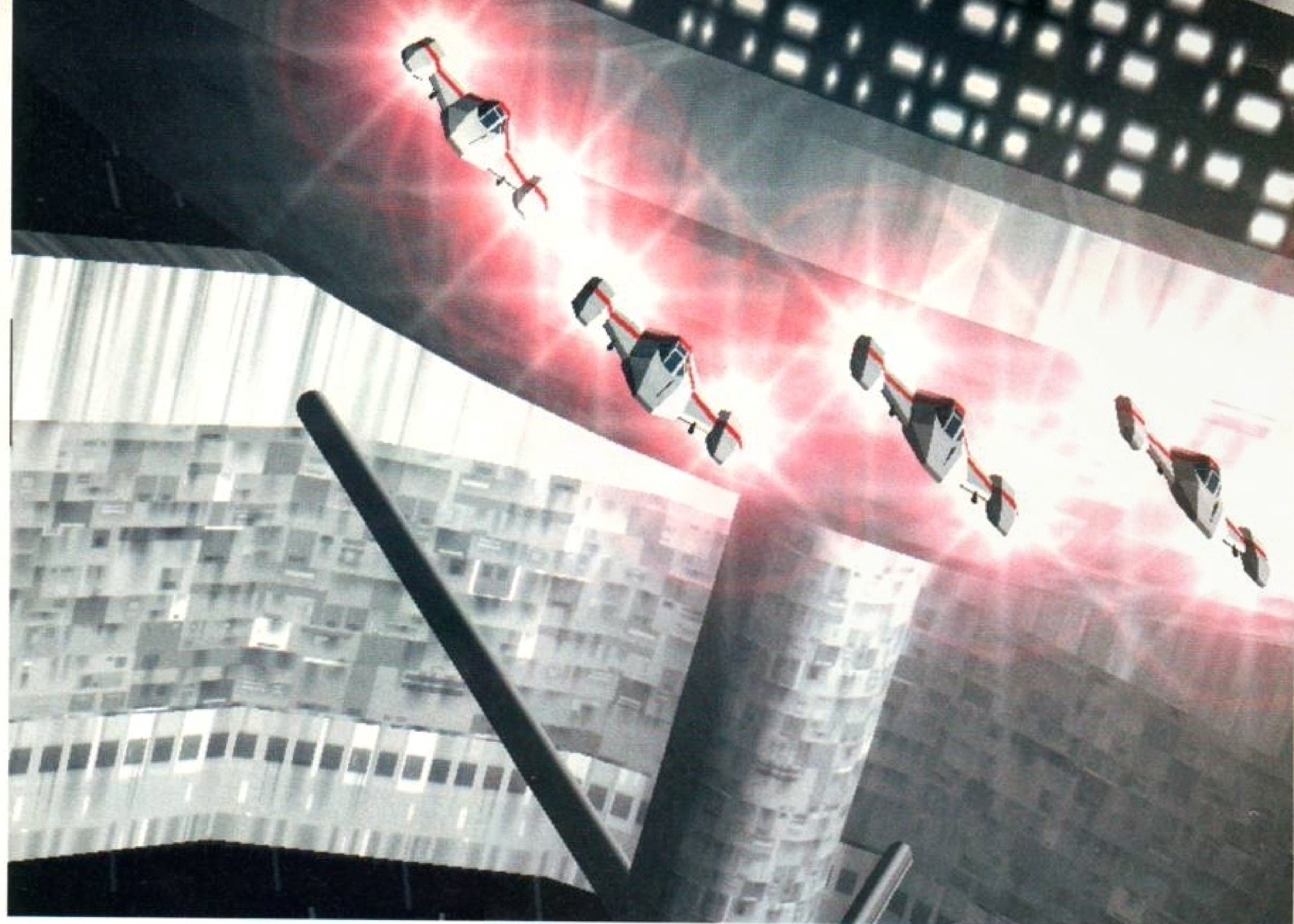
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British Amiga users have long envied their cousins across The Pond. The main reason for this jealousy was Lightwave 3D. Now this piece of software has gone transatlantic. John Allardice gets excited...



LightRAVE

IT IS SEVERAL years since word started to drift across The Pond about a revolutionary Amiga peripheral – the now legendary Video Toaster.

Legendary in the States anyway because, at the last count, one in every 10 Amiga users is now what's known as a Toaster Guy (I don't actually know if there is such a thing as a Toaster Gal, but there should be).

Considering the less than stupendous performance of the Amiga Stateside, coupled with the Toaster's large user base, I don't think it would be sacrilegious to suggest that just perhaps a non-Commodore product has been keeping the Amiga afloat in the New World.

The reason for the success of the Toaster is simple: its vision-mixing capabilities are second to none for the price. This, coupled with the huge amount of regional broadcast and cable TV companies in the States, pretty much guaranteed its success.

One major point has not been mentioned, however. Since its release in 1987, the Toaster has been bundled with a steadily evolving piece of software that has now reached a level of excellence which makes it worthwhile shelling out for the whole Toaster card just to get it. This is, of course, the Toaster-specific 3D animation package, *Lightwave*. Toaster-specific, that is, until now.

Towards the end of last year advertisements stated appearing in the Amiga press in the States for a Toaster emulator known as *Lightrave*. This is a little software patch and dongle that slips into your system and convinces *Lightwave* that you have two grands' worth of Toaster card installed.

It was originally developed to save on costs for Toaster-based render-farms (a network of Amigas hooked together to enable fast rendering) because your secondary machines now no longer needed to have the whole Toaster installed.

This is not all it does. *Lightwave*, now freed from its dependency on the purely NTSC (American TV system) output, can be run on – pause for thought, fanfare and angel chorus – a PAL or NTSC Amiga.

Now, before you all start scrabbling to pull out your wallets, it is the most expensive piece of software available for the Amiga. With the *Lightwave/Lightrave* combination coming in at £799, it is going to be pretty much out of reach of regular users, although I'm sure die-hard 3D enthusiasts all over the country will be deciding which of their internal organs they could manage best without.

With price and expectancy so high, can specific software combinations ever live up to it? Well, quite frankly, yes!

But let's get one thing straight right away, the *Lightwave/Lightrave* combination is not perfect, I haven't actually found anything wrong with it yet, but nothing can be absolutely perfect, can it? Let's see.

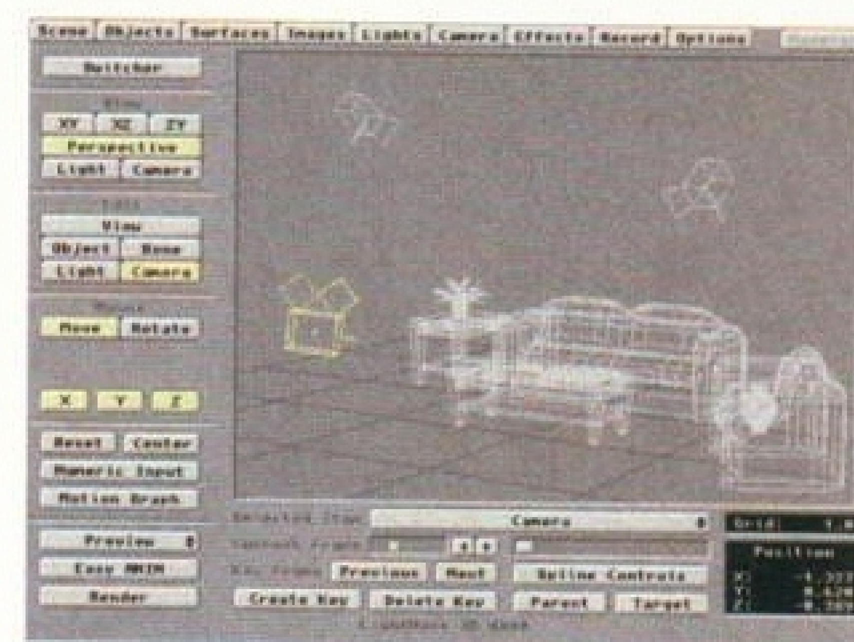
Firstly, the installation. Now, I think I've been somewhat fortunate in that I already had *Lightwave* on my system, so the memories of installing those 45 disks is dulled by time and now only causes the occasional involuntary twitch.

The installation process is long and laborious, but if you are not actually expecting the software to run on a Toaster card, it is greatly simplified. For instance, after having installed your 110Mb of software, you can then go back and delete 95 per cent of it leaving yourself with a 3D drawer plus your relevant (FP or non-FP) versions of *Lightwave* and *Modeller*.

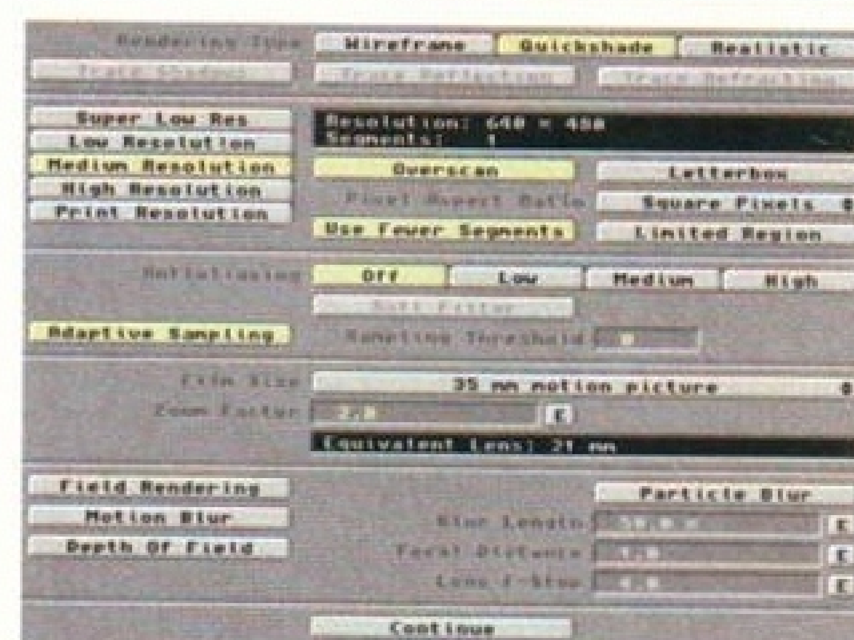
After that, just insert the dongle, drop the software into your Toaster drawer and click on your shiny new Lightrave icon.

It duly presents you with the *Lightrave* control screen, which is nothing much more than a choice of display devices. Just click on your chosen display style (anything from a non-AGA Amiga right up to a Firecracker board) and then hit Enter.

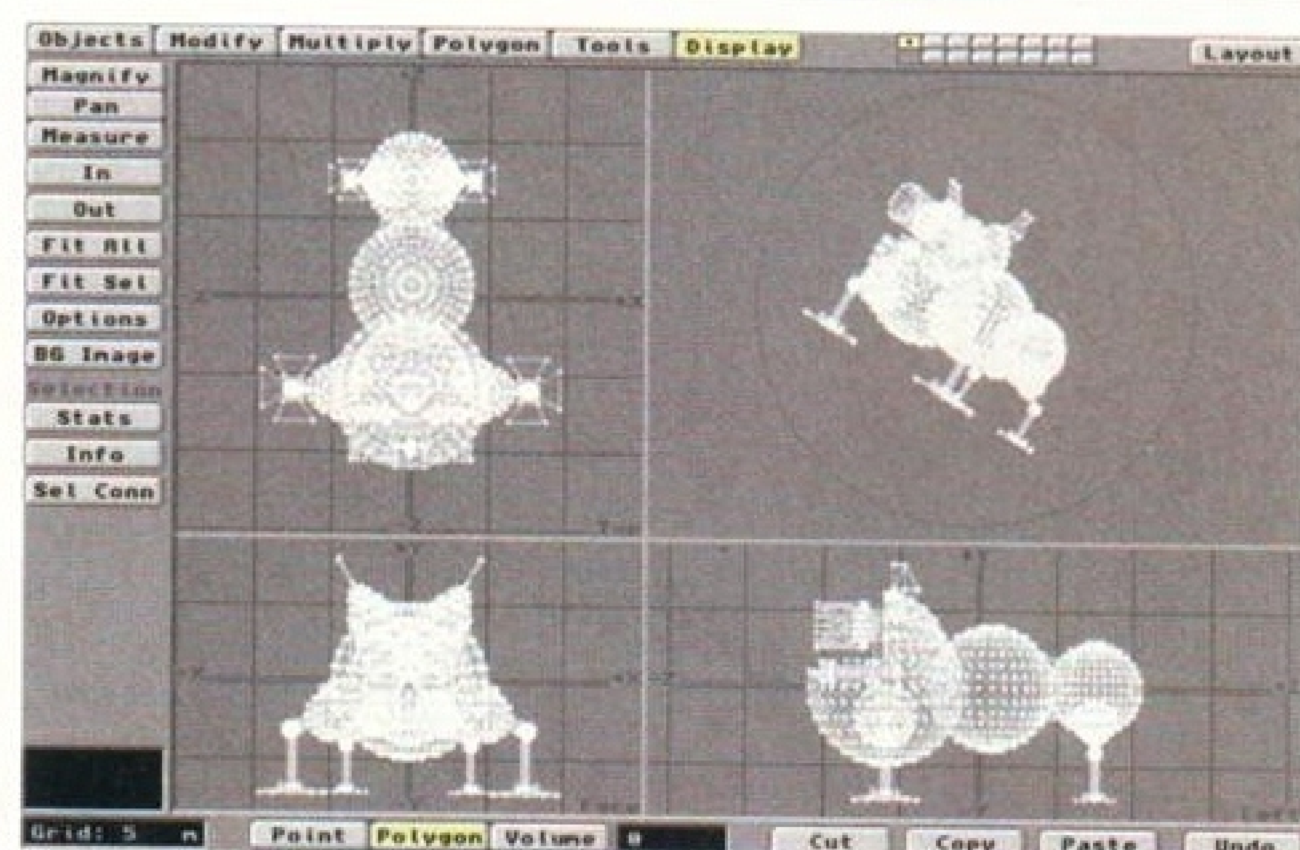
You are now presented with a fairly simple-looking display: the *Lightwave* Layout screen. The first thing that will probably you notice about Layout is the



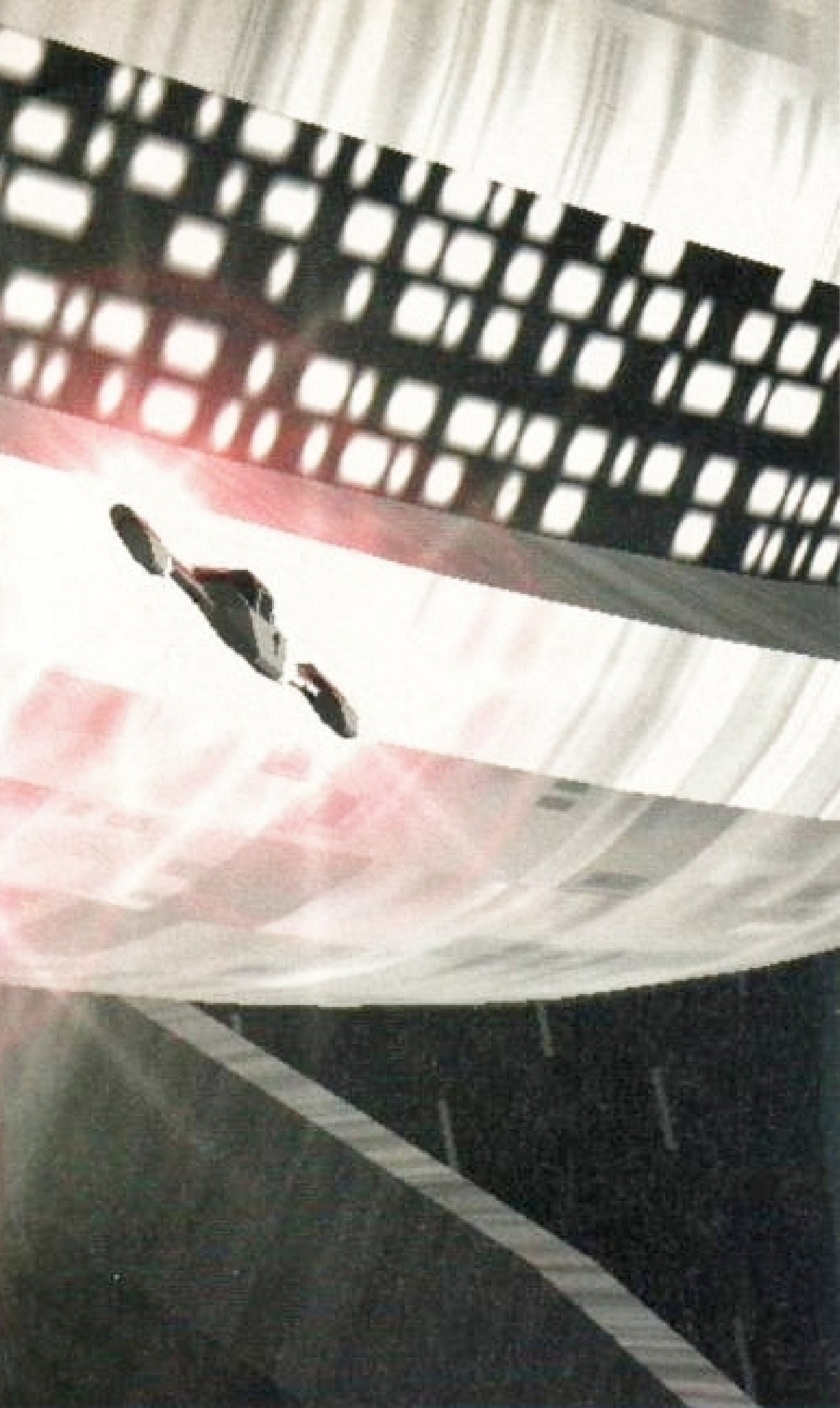
***Layout* is easy to use and has the sort of response time that you might dream about. If you dream about those kind of things.**



Rendering preferences in *Lightrave* are controlled via the Camera requester. The analogy with film making is carried as far as selecting the type of film to use.



The *Modeller* function has undergone almost 200 alterations, which have transformed it into a hugely powerful feature of the program.





Staging and animating large scenes like this is a doddle with *Lightwave*. The whole package is geared towards the animator, and many of the examples use space scenes to teach the use of the package.



Effects that are very difficult, or even impossible in other 3D packages, are just a button press away in *Lightwave*. Motion blur, particle blur, lens flare. The list may not be endless, but it's long enough to make most 3D fans weak at the knees.

response time... zero. Just move your mouse over the main screen, hold down the left button and Voila! You are flying, twisting, rotating above, below or through the Stage Grid, and what you can do for your view you can do for anything, objects, cameras, lights, whatever.

As far as objects are concerned, a quick glance thought the File Requester reveals a bewildering collection of ready-made objects – some 170 in total – ranging from butterflies to Boeing 747s, park benches and an exact replica of a star field as viewed from the Earth.

To animate any of these myriad objects simply load it into your Stage Editor, make sure the Object button is highlighted in the Edit section on the left and hit Enter.

This, as a little note informs you, has just created a keyframe. Then simply scroll on to a later frame with the bar along the bottom, reposition your object and hit Enter again.

As you scroll back down to your first frame you will see that all the tweening (the calculation of object positions between keyframes) has already been done, and in realtime. That's it, you've set up an animation – from entering the programme for the first time it takes around five minutes. Now, to really convince yourself that you're brilliant go down to the Preview button, select Make Preview and then Wireframe, sit back while it calculates for a minute, and when it presents you with a set of video recorder-style controls, hit Play.

Your wireframe animation now whizzes about of its own accord and you feel like a serious animator.

I have a soft spot for a couple of other animation systems on the Amiga. I mean you always like the one you first learned on, don't you? But I haven't found a system, on this or any other platform, that can hold a candle to *Lightwave*.

Lightrave is so intuitive that you hardly ever have to use the manual, unless you are looking for a specific effect, in which case the 200 page tome really comes into its own, covering almost any combination of effects, cheats, whatever. It is definitely one of the best laid-out, easy-to-follow and thoroughly comprehensive documents I've seen for any program.

One aspect of *Lightwave* that everyone ignores is *Layout*'s companion program *Modeller*. In previous versions of *Lightwave*, this was because it was best left ignored. I had even heard of people who modelled on *Imagine* and then transferred over with a program such as *PixelPro* or *Interchange*. This is no longer the case.

With version three of *Lightwave*, *Modeller* has undergone some 180 revisions and updates turning it from a very poor relation into a program of almost equal standing to *Layout*.

Its screen will seem very familiar to anyone used to *Imagine*'s Detail Editor, but it operates on an entirely different wavelength. *Modeller* is based on the idea of layers a little reminiscent of *Imagine*'s concept of objects and groups, but, in this case, the layers are more like 'sub-objects' in that one completed object can be built up from many layers, each layer having its own set of attributes.

With this system you could, theoretically, give an object an unlimited number of surface attributes. Couple this with *Layout*'s extensive mapping options and the detail possible with *Lightwave* is pretty much limitless.

The one thing that everyone remembers about *Lightwave* is the Lens Flares an interesting little sub-routine that recreates the glows and streaks that we naturally see around a bright light source. It even emulates the elliptical rings we are familiar with from spotlights in films.

It is little touches like this that make *Lightwave* a definite choice for the professional market and pretty much the enthusiast's dream machine.

The only possible complaint that I could level up till now was *Lightwave*'s inability to handle the PAL screen resolutions. This problem is now a thing of the past, because this *Lightrave* revision includes a small software patch to enable *Lightwave* to render to all of your favourite screen resolutions.

LIGHTRAVE

DESCRIPTION
3D modelling and animation package

MANUFACTURER
NewTek/Warm and Fuzzy Logic

DISTRIBUTOR
Ramiga International 0690 770304

PRICE
£799

RELEASE
Out now

SPEED ●●●●●
Loading, modelling and setting up scenes are fast on any machine. But you'll need a fast Amiga to render.

MANUAL ●●●●●
The *Lightwave* manual is huge, comprehensive and well written. Non 3D experts will be animating in hours.

ACCESSIBILITY ●●●●●
Despite the huge size of the package, it really is incredibly simple to get to grips with.

FEATURES ●●●●●
Everything you could want for 3D work. This is the package that created *Babylon 5* after all!

VALUE ●●●●
It's difficult to say that anything is worth eight hundred quid. But if anything is, *Lightwave* is it.

VERDICT

"Simply the most impressive piece of Amiga software ever to grace the screen. The only reason this doesn't score 100 per cent is that we're sure that nothing can be perfect. Sell your granny for this one."

98%

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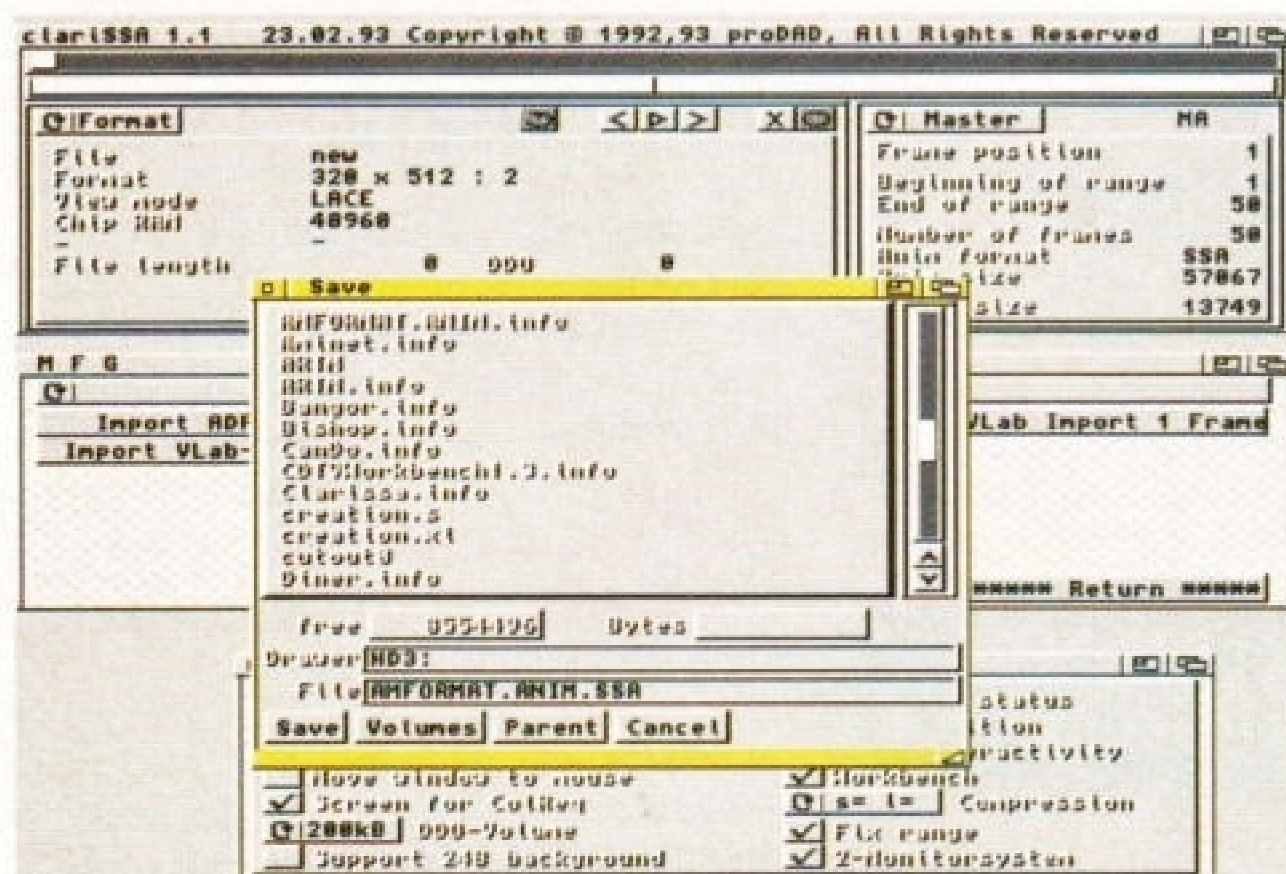
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You want your animations to run as smoothly as possible. John Allardice looks at a package dedicated to making them do just that.

ClariSSA



IF THERE IS ONE area in which the Amiga excels it is graphics and multimedia – it really is up there with the best of them.

Not only can we create some excellent images on our screens, but there is an almost bewildering array of methods for playing them back.

There is the standard anim format, which has two versions currently in use, several rendering packages have their own individual animation player – *Real 3D*'s Deltaplay being an excellent example – and almost every 24-bit display card has some bespoke animation format. Then there are the multimedia packages such as *Scala* which will crush and display IFFs at a frighteningly fast rate.

Into this area comes a piece of software that manages to come up with something almost entirely unheard of outside the 24-bit formats – an animation system which allows a change pallet from one frame to the next. Not only that, but it locks your playback to 25 dps, which means that finally all you budding *Imagine* users out there can work to the standard video playback speed.

The reason behind *Clarissa*'s locked speed is the very thing that makes it special, the SSA (Super Smooth Animation) format it uses, makes use of the standard broadcast method of transmitting pictures, basically it cheats.

What *Clarissa* does, essentially, is to take an interbased IFF picture (don't worry if your stuff isn't 'laced', *Clarissa* will do that for you) and chuck half of it away, every odd line, then on your next frame it does the same with every even line which effectively halves the amount of information it has to deal with. Following that, it quite easily, locks the playback of these individual half-pictures (or fields) to your display spread which, in PAL countries, is a standard 50Hz. *Clarissa* really does deserve the name SSA.

Those who are good with memories might remember this SSA format appearing before – several years ago we reviewed ProDAD's video effects software *Adorage* which used SSA as its own proprietary playback format.

Clarissa is more than just an animation player, however. It has some of the most comprehensive animation editing facilities I've ever seen. On opening the package you are bound to be somewhat daunted by the bewildering display of control panels and menus that flash up before you. But after just a short while playing with them you quickly adjust to the layout.

Basically, *Clarissa* allows you to load in four separate animation sequences into its source buffers (A-D) where you can muck about with timings, pallet adjustments, fades, and other features. Then you can load whatever you do, or don't want, down to the motor buffer for playback, cutting back and forth between the sources as you please.

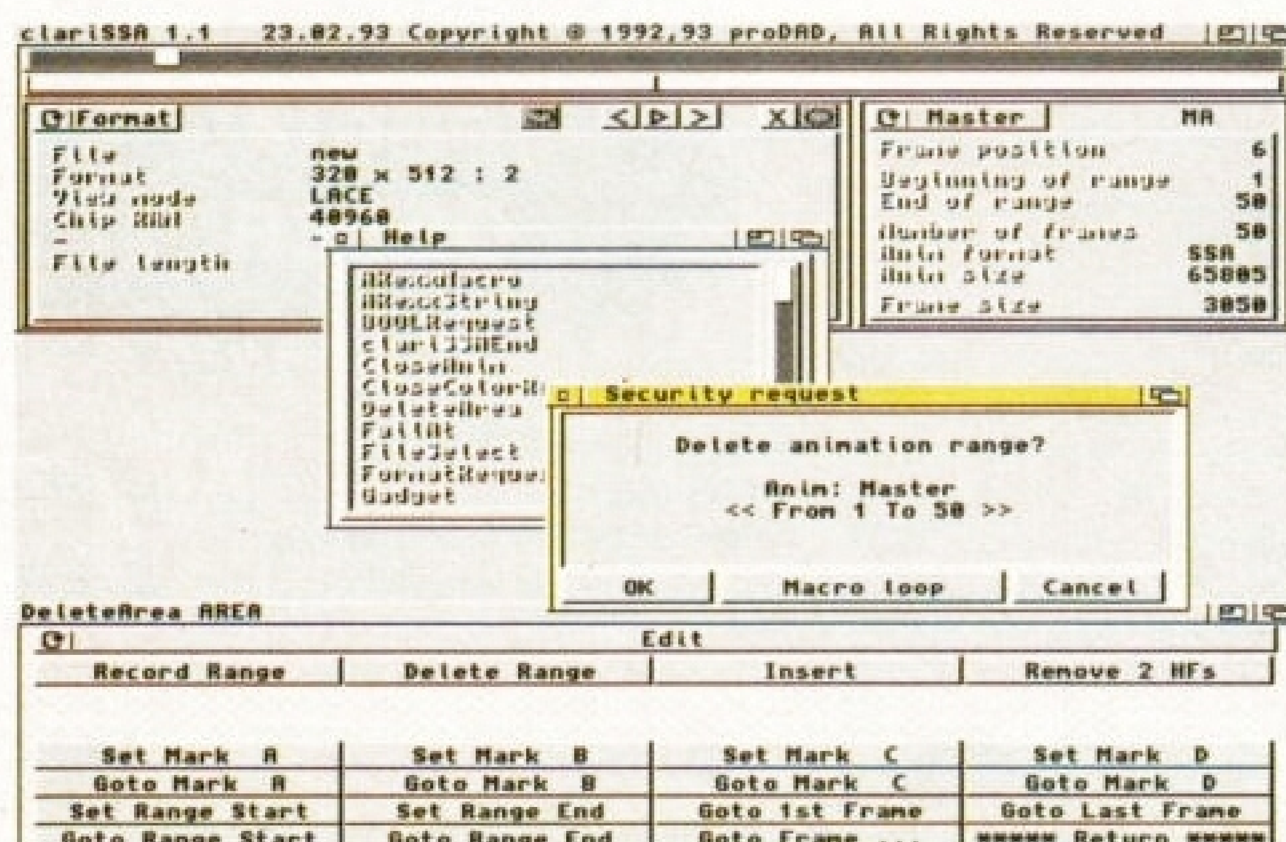
If you're wondering how these four sources will fit into your memory – don't. *Clarissa* has a virtual memory system which basically enables you to edit anything that can fit on to your hard drive. If only it used that for playback - well we can dream, can't we? That being said, the SSA format doesn't seem incredibly memory-intensive. However, I'm probably not the best person to talk to regarding memory use – I've got 18Mb of RAM installed on my machine.

As far as inputting images is concerned, it's laughably easy. *Clarissa* will accept single frames, scenes of IFFs, ANIM 5 files, Digitised *VLab* sequences, *AdPro* sequences, in fact, almost any type of image you can think of. All of it can then be cut, crunched and pushed out at video speed. This program is definitely a recommended addition to any animator's software.

Clarissa **employs a fashionable 'open windows' style of user interface. Each section of the program opens a new window so you can quickly set things up in the way you want.**

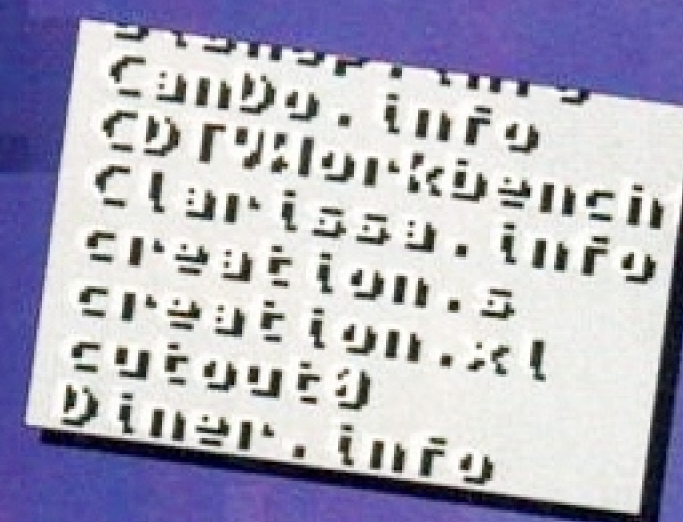


A standard IFF animation is a series of complete frames, but an FFA animation combines consecutive pairs of images by interleaving them together. The result is an extra smooth animation.



It might look terribly complicated, but the full on-line help and idiot-proof requesters makes life easy.

CLARISSA



DESCRIPTION
Animation sequencer

MANUFACTURER
ProDAD

DISTRIBUTOR
Burgess Video Group 0874 611633

PRICE
£79.95

RELEASE
Out now

SPEED ●●●●
It converts images surprisingly quickly, and the locked playback is superb in action.

MANUAL ●●●
Passable, but a bit of trial and error is necessary in order to get the best results out of your work.

ACCESSIBILITY ●●●●
Looks far more complicated than it actually is. Once you've broken the surface, it gets easier.

FEATURES ●●●●
A good range of animation editing features, a screen grabber to capture images from multitasking programs, and good palette controls.

VALUE ●●●●
It's fast and powerful, but for this sort of money a better manual would have been nice.

VERDICT

" Unless you're running an animation through a 24-bit card, this is as smooth as you are going to get. If you work with animations, particularly with 3D ones, just go for it! "

87%

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Citizen

Swift 90 Colour	£159
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LC 20	£129
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All with 2.5' IDE Cables

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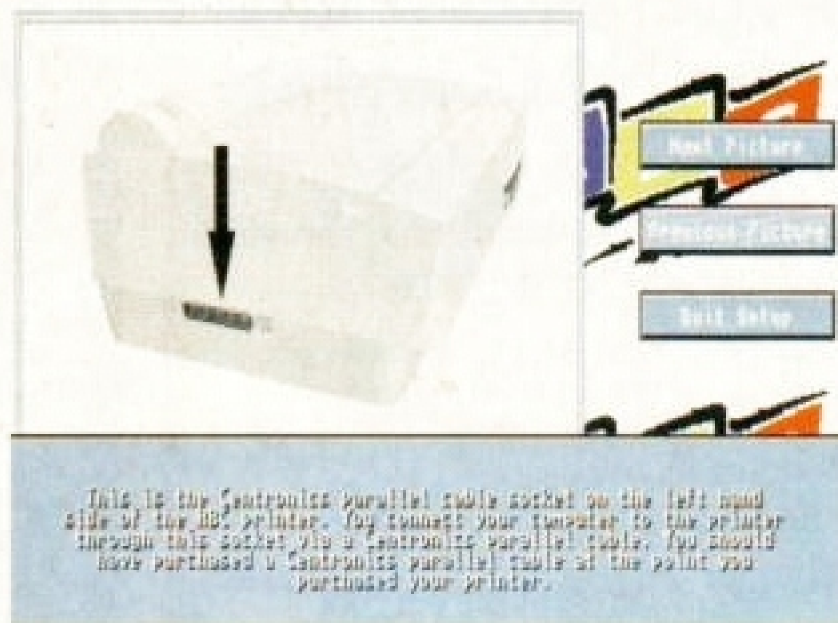
New service centre for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.

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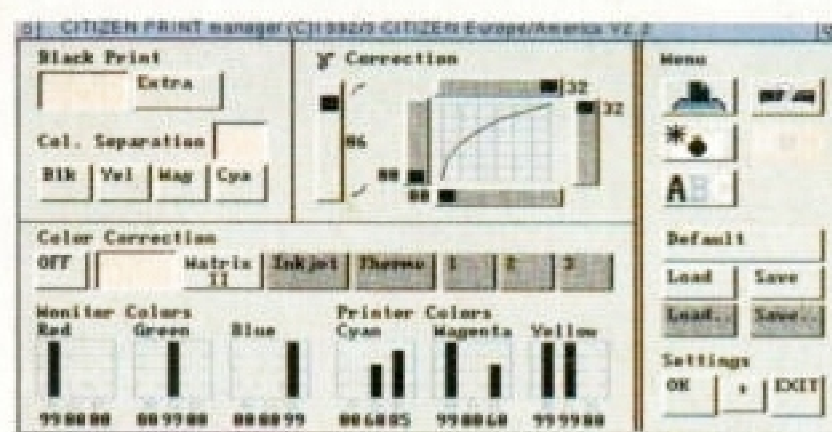
When ordering by telephone please quote your credit card number followed by the expiry date and also your full name and address. If paying by cheque please make it payable to Gasteiner Technology. In any correspondence please quote a phone number and also a postal code, please allow five working days for cheque clearance.

Delivery Charges

Small consumables and software items under the value of £59 please add £3.50 P&P. Other items except lasers, next day courier service £10 per box. Offshore and Highlands, please call for a quotation. In addition we offer the following express services: Saturday Delivery normal rate plus £15 per box, Morning, next day normal rate plus £10 per box. E & OE prices subject to change without prior notice. All trademarks acknowledged



All aspects of installing and setting up the ABC printer are covered in this well-illustrated and excellent on-line manual.



Included with the printer is a version of the excellent *TurboPrint* software, which allows you to greatly enhance your printouts.

ABC PRINTER

Citizen's latest printer tries to take the grief out of getting your work on to the page. Richard Baguley investigates...

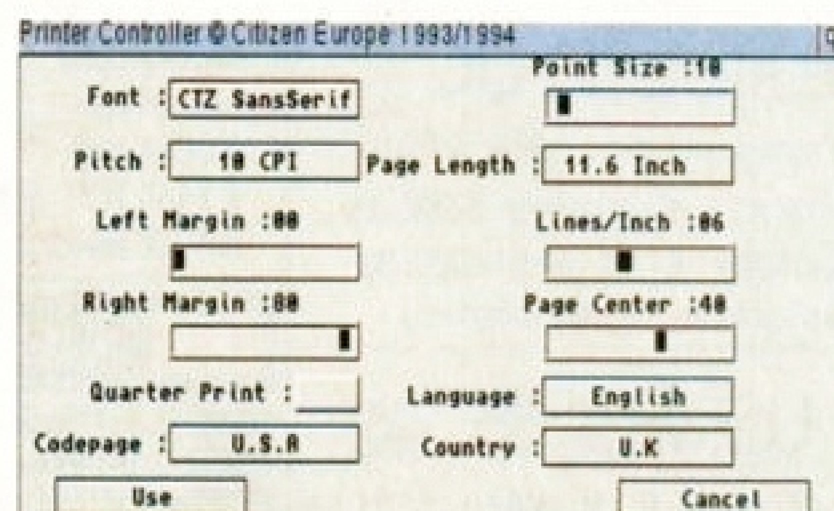
GIVEN THE NUMBER of calls we get about printers, it's fairly obvious that there is still a great amount of confusion over their installation and use.

Unfortunately, the manuals supplied by Commodore don't help, and most printer manufacturer manuals don't even mention Amigas. So, is there any hope for the computer-user who doesn't want to print from an inferior machine?

Citizen's latest offering for the low-end of the printer market tackles this problem in an unusual way, and its biggest selling point is the approach to installing and setting up the printer. Instead of a complex and unreadable manual, details about how to set up the printer are covered in a set-up program which comes on disk.

The disk also contains a program to control aspects such as the font and print density, and a cut-down version of the print enhancement program *TurboPrint*, which improves the quality of the output by allowing you to alter the dither pattern, gamma and colour correction.

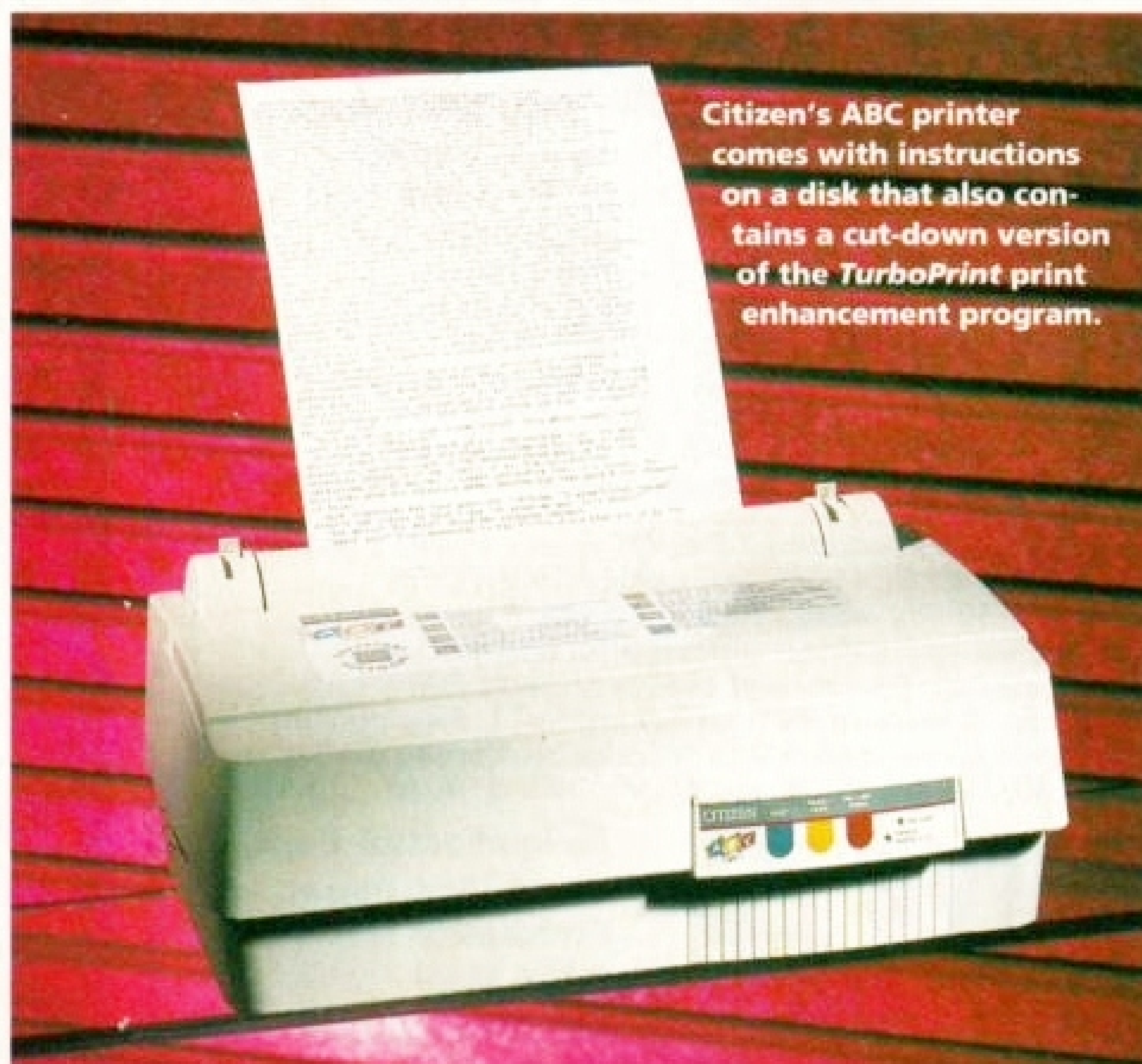
The software stays in memory and replaces the Workbench driver, which means that software printing through this will have no problem with this program.



You can control aspects of your printer such as the font and point size with the included control software.

This approach makes installing the printer a dream, even for somebody who has never done anything like it before. Instead of having to dig through a tiresome manual to find which DIP settings to change, the software presents you with a digitised image of the printer on-screen, showing where all of the various bits are, and what you should plug in where.

Because the manual is on-line you may be tempted to plug the printer into the Amiga while it is switched on. Don't. As with all other printers you must never plug in or remove cables from any of the ports without first switching off your system.



Citizen's ABC printer comes with instructions on a disk that also contains a cut-down version of the *TurboPrint* print enhancement program.

The printer itself does not look particularly impressive. There are only two buttons on the front, and at the rear there is a single sheet feeder which can hold up to 50 sheets of A4, although you can also use continuous computer paper.

The print quality is not outstanding, but you can get good results with some judicious fiddling with *TurboPrint*. I can't really give any concrete guidelines on this, because the changes you need to make depend on what you are printing. Beware that printing involves a high-pitched whining noise, even with the cover closed.

This printer is not suitable for printing a lot of text and it doesn't give high print quality. But, if you are looking for an easy-to-use printer you can't go far wrong with it. The ABC printer hasn't shaken my belief that the days of dot matrix printing are numbered, but it is a good, cheap printer for the beginner.

ABC PRINTER



DESCRIPTION
9-pin dot matrix printer

MANUFACTURER
Citizen

DISTRIBUTOR
Citizen 0753 584111

PRICE
£222 plus £29.36 for colour kit

RELEASE
Out now

SPEED ●●●
It's certainly not going to win any prizes for speed, but it's no slouch. Average and acceptable.

MANUAL ●●●●
The printed offering is pretty thin, but the on-line manual is excellent, and covers all aspects of the printer.

ACCESSIBILITY ●●●●
Thanks to the on-line manual, the process of installing and starting the printer is extremely simple.

FEATURES ●●●
A rather basic 9-pin printer with no bells or whistles, although the print quality is perfectly acceptable.

VALUE ●●●●
It's certainly aimed at the lower end of the market, and the price compares well with similar models.

VERDICT

“ Although the print quality is not brilliant, this is still a good choice for the beginner or inexperienced user. The on-line manual and start-up instructions are big points in the ABC printer's favour. ”

80%

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Canon Inkjets

		Exc VAT	Inc VAT
BJ10sx	360dpi	£159	£186.83
BJ200	inc Sheet Feed	£239	£280.83
BJ230	wide carriage	£285	£334.88
BJ300	360dpi	£329	£386.58
BJ330	wide carriage	£379	£445.33
BJC800	fast & colour	£1219	£1432.33

All Citizen printers have a 2 year warranty

Citizen

		Exc VAT	Inc VAT
120D+	9pin Mono	£96	£112.80
Swift 90	9pin Mon	£126	£148.05
Swift 90	9pin Colour	£136	£159.80
Swift 200	24pin Mono	£156	£183.50
Swift 200	24pin Colour	£166	£195.05
Swift 240	24pin Mono	£174	£204.45
Swift 240	24pin Colour	£196	£230.30
New Citizen Projet II		£203	£238.53
PN48 Portable		£189	£222.08
Notebook 2	Col. Port.	£235	£276.13

New Citizen ABC

A new 24pin Citizen printer with optional colour

ABC	24pin Mono	£124	£145.70
ABC	24pin Colour	£144	£169.20

Stylus 800

360dpi escape P2 compat.

New Epson Piezo Inkjet Printer £191+VAT £224.43

Epson

		Exc VAT	Inc VAT
LX100	9pin +Sheet Fd	£109	£128.08
LX400	9pin Mono	£94	£110.45
LX850	9pin Mono	£139	£163.33
LQ570+	24pin Mono	£199	£233.83
Stylus 300	Inkjet	£156	£183.30
Stylus 1000	Inkjet A3	£353	£414.78
EPL5000	6ppm Laser	£439	£515.83
EPL5200	6ppm Laser	£495	£581.63
EPL8100	10ppm Laser	£699	£821.33

Panasonic KXP1123

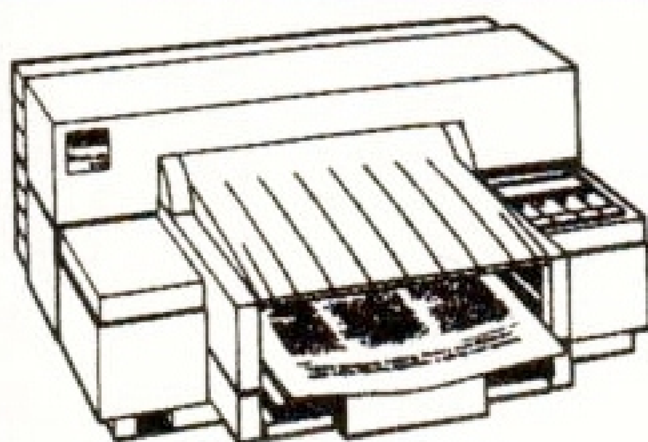
Probably the best 24pin mono printer available. £131+VAT £153.93

Panasonic

		Exc VAT	Inc VAT
KXP1170	9pin Mono	£95	£111.63
KXP2180C	9pin Colour	£139	£163.33
KXP2123C	24pin Colour	£158	£185.65
KXP2023	24pin printer	£135	£158.63
KXP2624	24pin printer	£268	£314.90
KXP4400	4ppm LED	£375	£440.63
KXP4410	5ppm Laser	£429	£504.08
KXP4430	5ppm Laser	£529	£621.58
KXP4440	11ppm PS	£769	£903.58
KXP4500	4ppm PSc LED	£615	£722.63

Sheet Feeders

	Exc VAT	Inc VAT
Canon BJ10 series	£44	£51.70
Citizen Swift range	£67	£78.73
HP DeskJet 310	£46	£54.05
Star LC range	£51	£59.93
Panasonic KXP range	£72	£84.60



HP Deskjets

300dpi, mono or colour. Laser quality print

		Exc VAT	Inc VAT
Deskjet Portable	mono	£165	£193.88
Deskjet 510	mono	£197	£231.48
Deskjet 500C	colour	£258	£303.15
Deskjet 550C	colour*	£389	£457.08
Deskjet 1200C	colour	£981	£1152.68
Deskjet 310	mono	£169	£198.58
Colour kit for 310		£30	£35.25

*550C has Colour & black cartridges resident at the same time.

All deskjet prices include 3 year warranty

New HP Colour Printer

Deskjet 310C

300dpi optional colour inkjet printer.

310 Mono £169 +VAT £198.58

310C Colour £199 +VAT £233.83

Prices include 3 years warranty

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		Exc VAT	Inc VAT
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Laserjet 4P	4ppm PS2	£737	£865.98
Laserjet 4ML	4ppm 4M	£755	£887.13
Laserjet 4MP	6M PS2	£1047	£1230.23

Star

		Exc VAT	Inc VAT
LC2420 mk2	24pin	£166	£195.05
LC24100	Mono24pin	£136	£159.80
LC24200	Colour 24pin	£195	£229.13
LC24-30	Colour 24pin	£187	£219.73
LC24-300	Colour 24pin	£235	£276.13
Star SJ48	Inkjet	£165	£193.88

Star LC100

9pin colour £118+VAT £138.65

Star SJ-144

New Colour Printer £345+VAT £405.38

360dpi thermal (suitable for transfers)

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Ink Refills

BJ10 twin refill various colours 15.90

Deskjet twin refill various colours 15.90

(We stock 200 types of ribbons)

Printer Packs

A starter pack for all printers consisting of printer paper and a connection cable costs only £5 (£5.88 Inc VAT)

A stand is an additional £5.00 +VAT

Citizen's Print Manager

These advanced printer drivers transform colour printout's to laser type quality

Version 1 (£24 & £4€) £5

Version 2 (Swift series 2) £10

Printer Drivers

Canon BJ-10e/ex £5

Deskjet Colour £5

Printer Drivers are 1/2 price with printers

Amigas

A600

Amigas Counter sales only

A600 Wild Weird & W. pk	£189
A600 Hd 20Mb Epic pack	£269

Zool pack A600/A1200 add £14

A1200

Amigas Counter sales only

5x faster. Workbench v3. 2M ram. Custom graphic 256K col. from 16.7M

A1200	Software Pack C, R	D
No Hd	£289	£319
80M Hd	£489	£529
120M Hd	£519	£559
170M Hd	£559	£589

Key to Software packs:
C - Comic Relief
R - Race & Chase
D - Desktop Dynamite NEW

All Amigas have Commodore Hard Disks with CBM on-site.

Amiga A4000

4000/030	2M	4M	6M
80M Hd	Phone for price		
120M Hd	999	1099	1149
214M Hd	1049	1149	1199
A4000/040 6Mram 120MHd			1919

Upgrades

A500 0.5-1Mram +clock	£24.90
A500 0.5-1Mram no clock ...	£19.90
A500+ 1Mram +clock	£44.50
A600 CBM 1Mram no clock	£29.90
A1200 2M ram (No FPU)	£129.00
A1200 4M ram (No FPU)	£199.00
A4000 4M Simm (1M x 32bit)	£159.00

Floppy Drives

Cumana CAX354

While stocks last £52.90

New Rocted/Zappo

All Amigas A500-A1200 £56.90

New Amitek 1M

All Amigas A500-A1200 £56.90

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40Mb Hard Disk	£189
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120Mb Hard Disk	£385
40Mb A530 Combo	£389
80Mb A530 Combo	£489
120Mb A530 Combo	£585

A1500

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120Mb Hard Disk	£385
Controller (no disk)	£119

GVP ram £45.82 per 1Mb

GVP PC Emulator £95

286 16MHz Emulator for HD8+/A530

WorkStation

Expansion System

Monitor stand with shelf for drives etc. Strong metal construction made from 14SWG steel epoxy coated. No Cables or mouse are included.

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Commodore

Multiscan

1942 £344 14" Stereo Col. Dot pitch .28

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Commodore 1084S

14" Stereo Colour Monitor 0.42mm. Medium Resolution

£199 with cable — £195 without cable

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(100% certified error free)

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100x3.5" DS/DD 135tpi	59.93
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(100% certified error free)

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100x3.5" DS/DD 135tpi	39.60
250x3.5" DS/DD 135tpi	94.88
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50 x 3.5" Disk box with lock......	5.99
100 x 3.5" Disk box with lock....	7.50

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70 page catalogue. All prices include 17.5% VAT unless stated otherwise

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Toshiba 4101 CD-ROM

An internal CD-ROM drive for your Amiga? Well, why not? Nick Veitch spins the discs.



I remember when men were men and computers were computers. Now it's floppy this and CD that. You could do much worse than invest in the Toshiba 4101 CD-ROM, above.

AROUND A DECADE ago the actor John Cleese appeared on TV and told everyone that Philips had managed to squeeze an hour of music on to a silver beermat. In fact, Philips had done more than that, they had started a second information revolution.

A few nights ago I watched a film on CD, and the other week I had my holiday snaps processed on to the same medium. Music, pictures, films, games, it all happens on CD now, and if you don't happen to have a drive, you'll be left behind.

First Computer are now supplying a 5.25-inch internal CD-ROM and to use it the first thing you will need is a SCSI interface, a proper one. If you own an A2000 or A3000 you are laughing, because these come with built-in interfaces that work with this drive. If you don't, you may have a little difficulty.

We found that the Oktagon controller and the Trifecta do not seem to be able to handle the full SCSI command set necessary to implement the CD drive. However, the A4091 (reviewed in this issue on page 136) has no problems – which is odd as it seemed to have difficulties with everything else. First Computer Centre assure us that the drive works with GVP controllers, which means that quite a large number of people should be able to hook up without any problems.

The mechanism itself will just about fit into the bay of an A1500, A2000 or A4000. It is rather a tight fit, though. The A3000 doesn't have a 5.25-inch bay, which is a bit unfortunate.

The connecting cable comes out of the rear of the mechanism which means that it tends to push against the shielding around the power supply unit. This can present problems if your IDC connector (the socket on the end of the ribbon cable used to connect devices to the SCSI controller) is of the large variety. Also, you will need a fairly long cable to connect the drive in the first place. The power supply can easily be drawn from one of the spare floppy power connectors.

In use the drive is fine, but when ejecting discs, the drawer only protrudes under its own power for about an inch – you have to drag it fully open by hand. This isn't a problem, and at least you don't have to fiddle around with those nasty caddy things.

The drive is supplied with a host of utilities and a very friendly install program, which is jolly lucky because it is a bit of a pig to set up new devices on the Amiga. A CD handler is also included and the correct mountlist entry or automounting file is created (depending on your version of Workbench).

> “Music, picture, films, games, it all happens on CD now and, if you don't have a drive, you'll be left behind.”

The utilities themselves are PD programs which enable you to play audio CDs on the drive, either through the headphone socket (at the front of the drive) or via the Amiga. Playing through the Amiga requires the computer to re-sample the studio, but you would be surprised at just how well even a relatively slow Amiga can handle this.

Still, on the audio side of things there is another utility provided which can rip samples directly off the disc – jolly useful, but remember to ask the copyright owner's permission before using the sample in any distributed work.

Owning a CD-ROM drive is the key to a new world of productivity. It's also a good way to impress your mates. You could do worse than swap your money for this lovely device.

Below is a PhotoCD image which was read from the drive and converted to an IFF using a PD utility.



TOSHIBA 4101



DESCRIPTION
Toshiba 4101 CD-ROM drive

MANUFACTURER
Toshiba

DISTRIBUTOR
First Computer Centre 0532 319444

PRICE
£217.38

RELEASE
Out now

SPEED ●●●●●
How fast do you want a double speed CD-ROM drive to go? Transfer rates depend on the SCSI controller.

MANUAL ●●
Adequate documentation is supplied on the disc, but there is no manual explaining the hardware connections.

ACCESSIBILITY ●●●
Could be a little tricky if you are unsure of SCSI. Find out the device name and unit number of the drive.

FEATURES ●●●
A great collection of PD utilities are provided. The drive itself is stylish and relatively compact.

VALUE ●●●
You can get an external Mac drive for around £180, but it doesn't come with all the nice utilities.

VERDICT

“The Toshiba mechanism is well-made and sturdy enough for demanding Amiga use. The disc supplied with the drive is an excellent collection and is bound to improve as more software becomes available.”

78%

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- **KEYBOARD MAPPING** - you can control almost any function of the sequencer from a MIDI keyboard, footpedal, or other MIDI device. You can start or stop the sequencer, initiate sequences and even change the key map itself.
- **REAL TIME** - The system supports real-time recording of systems exclusive data and full graphic-oriented and event-oriented editing of sequences. You can even record while in edit mode and watch notes appear on your edit display as you play them.
- **THE POWER** - You have a complete sequencer program that includes a configurable librarian and a synthesizer patch editor. All the data you need to recreate a song can be recalled from one performance file including file including sequences, MIDI routing, sync setup, keyboard maps and synthesizer or drum machine patch libraries.
- **FLEXIBILITY** - You can embed exclusive MIDI commands in the event stream to control any MIDI device including auto mixers and effects units.
- **EXPANDABILITY** - Third party software modules can be called from Music X menus and file conversion utilities are included to transfer from other formats to Music X.
- **EVENT EDITOR** - This feature is an event specific sequence editor that allows quick microscopic detailing of MIDI data.
- **BAR GRAPH EDITOR** - An intuitive display of notes information which can be manipulated with the mouse.
- **SEQUENCER PAGE** - Record up to 250 working sequences - play any 20 simultaneously.
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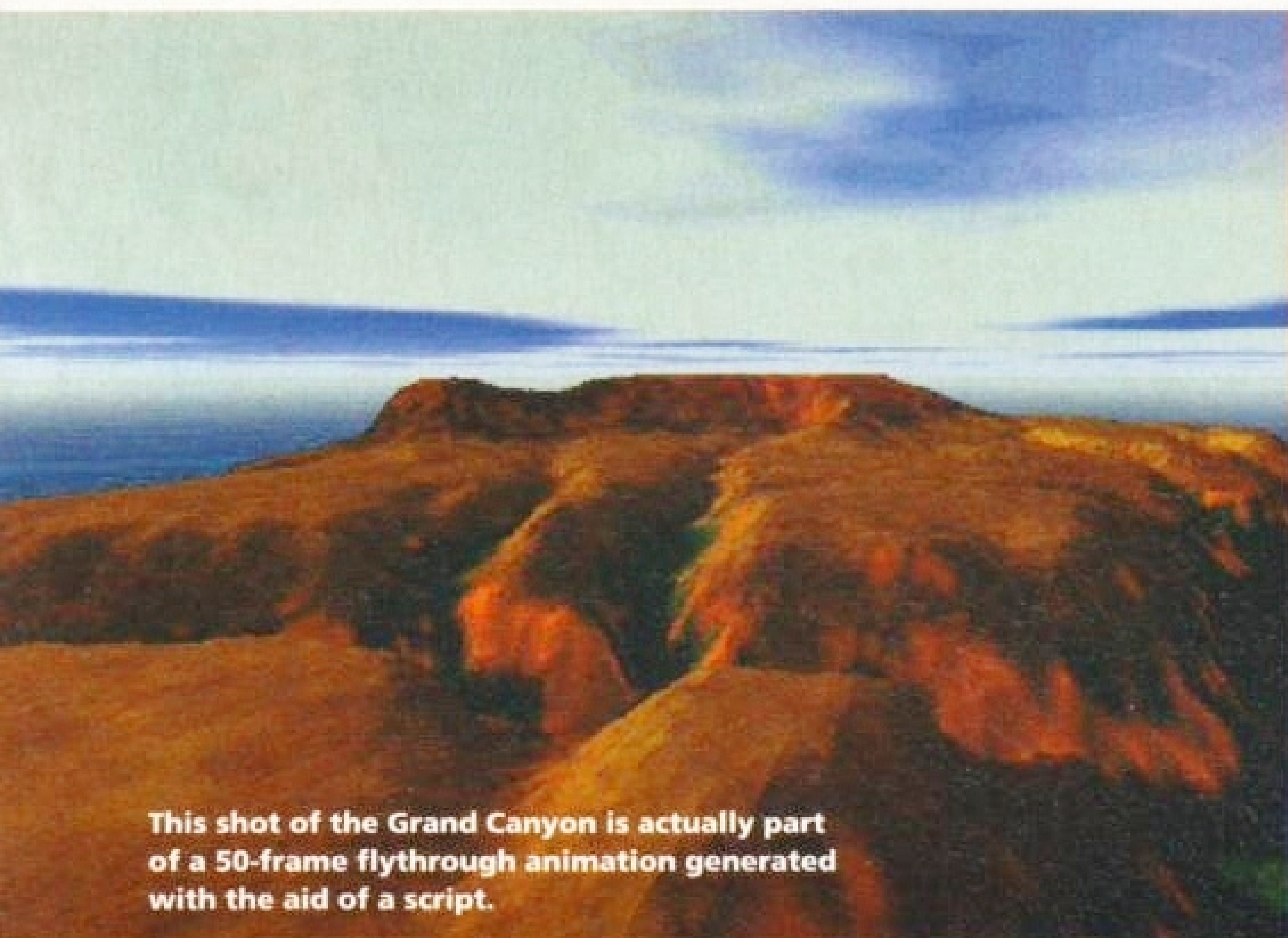
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This shot of the Grand Canyon is actually part of a 50-frame flythrough animation generated with the aid of a script.

WHAT'S BEEN LOST

To claw back 2.5Mb of memory something had to be removed from this new version of *Vista Pro*. So what is not in the *Lite* software?

For a start, there is no support for any Arexx scripts. This isn't really a major loss, as it is still possible to create animations from *Vista*'s own scripting feature.

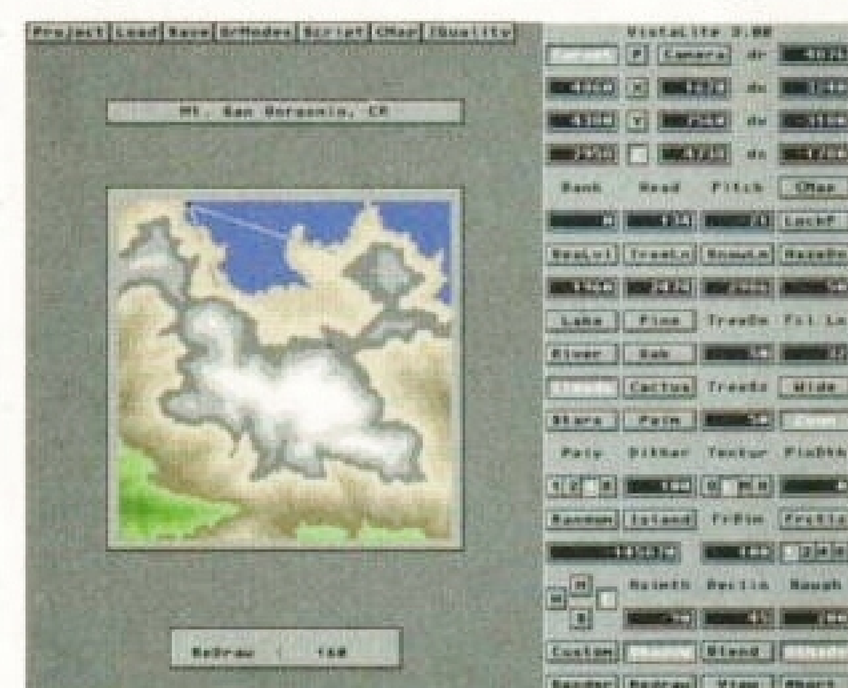
The losses which affect the resultant images the most are the lack of 24-bit support, the loss of the fractal grass feature and the lack of support for user-defined backdrops. It is also no longer possible to save out images as TurboSilver objects, so users of *Imagine* won't be able to load generated landscapes in for a bit of re-rendering. Bah.

VISTA PRO LITE

Worried about lack of memory. Join Nick Veitch and take the low fat option.

IF YOU WERE lucky enough to get *Amiga Format* in April 1992 then you will be the lucky owner of the *Vista* software. This was all right in its own little way, but it was followed by a much more exciting and powerful program, *Vista Pro*. Bigger, better and more powerful in every way, *Vista Pro* unfortunately also required much more memory. Most Amiga owners don't have 4Mb of memory to throw about, so the kind people at Virtual Labs have come up with a new, energy-saving version.

Now all you need to be able to enjoy sculpting your own terrain is approximately 1.5Mb of RAM, which, cunningly enough, means that this version will work fine on a bog standard A1200. Hurrah!


The usual display gives you an overhead view of the landscape.

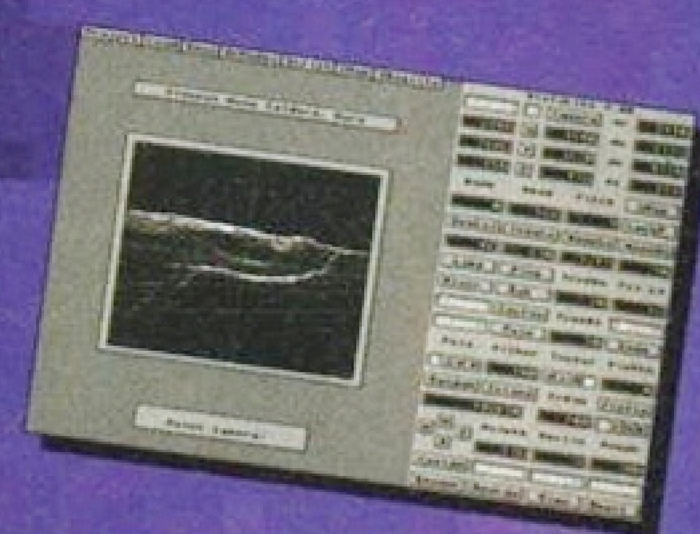
But what does it do? *Vista Pro Lite* generates isometric projections (a 3D image displayed in two dimensions) of landscapes, either from geological data or from a random seed number. The images can be customised by adding trees, lakes, rivers, snow, clouds in the background, stars and simulated heat haze.

Once the landscape is loaded (or generated if you use the fractal seed) you can position the camera and the target point on an overhead map. The height of the camera and the target can be entered using the co-ordinates in the panel on the right.

Vista Pro Lite supports all Amiga colour displays, from 16-colour up to and including HAM8, and you can render in image sizes from lo-res (320 x 256 pixels) up to hi-res interlaced (640 x 512 pixels) modes.

Although the original was very much a program for people who liked typing in lots of numbers, *Vista Lite* includes a set of four presets for image quality, which saves fiddling about with Polygon Size and all that nonsense. You can still fiddle with all that if you so desire though. On the whole, most of the interesting features are as they were; the cuts haven't been too drastic.

VISTA PRO LITE



DESCRIPTION
Landscape rendering software

MANUFACTURER
Virtual Reality Labs

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£39

RELEASE
Out now

SPEED ●●●●
Pretty fast, but you really need an accelerated machine unless you are very patient.

MANUAL ●●
It's not overly helpful, but it does a good job of explaining what each button is there for.

ACCESSIBILITY ●●●
It's still quite confusing. The learning curve for finding your way around is a slow and winding one.

FEATURES ●●●
Most of the features that are lost from the full version aren't that important to most users.

VALUE ●●●●
At just a tad over the price of one of those nasty game things, this has to be a bargain.

VERDICT

" A feat of software engineering, now you can use Vista Pro without breaking the bank on extra RAM. Most of the features that are missing weren't that important anyway – unless you have a 24-bit card. "

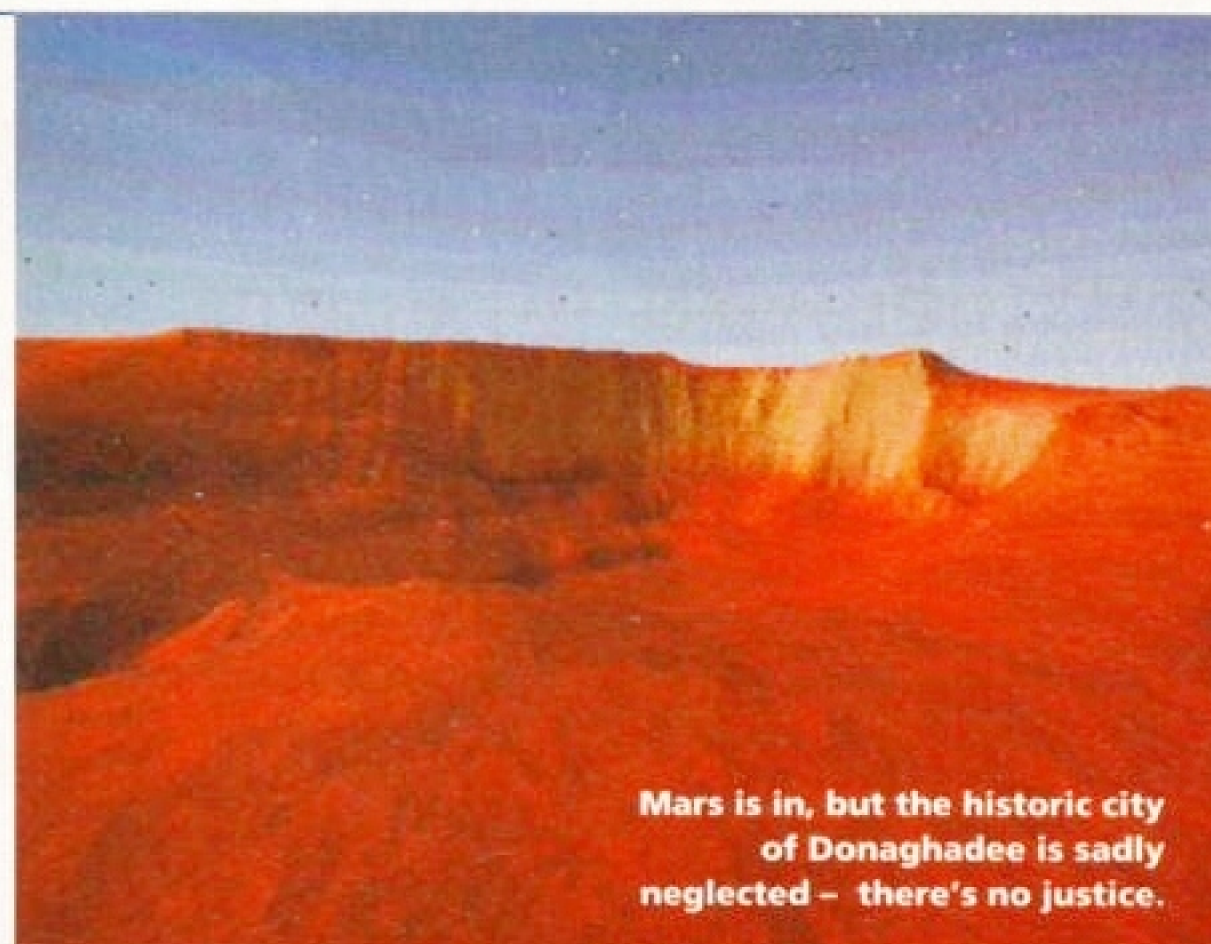
86%

ALL ABOUT DEMS

A DEM is a Digital Elevation Model in co-ordinate form. The data is in the form of three dimensional co-ordinates which the *Vista* software can then render into a three-dimensional image.

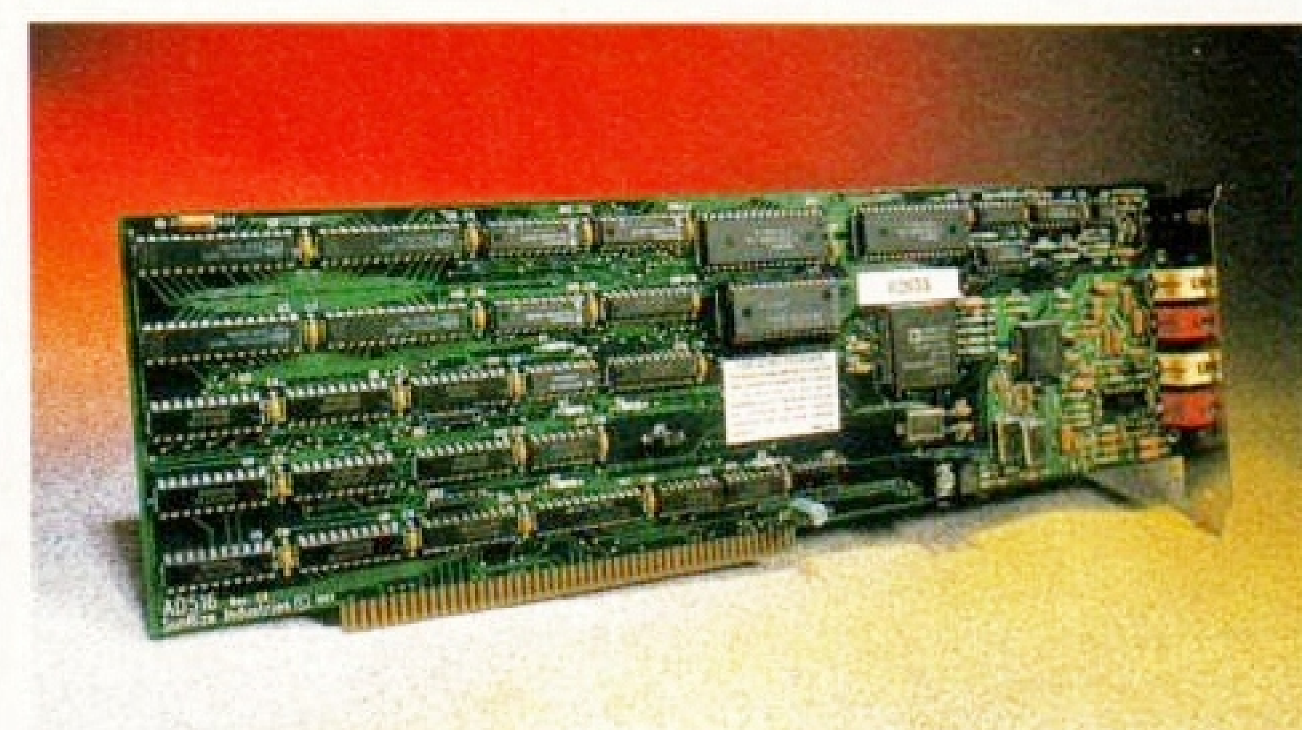
The authors didn't enter all this data themselves, though. In fact it comes from the US Geological Survey, the American equivalent of the UK's Ordinance Survey organisation. This is good news for *Vista* owners, because these guys have done surveys of many interesting landscapes, including parts of Mars.

Unfortunately there are no examples of interesting UK locations – Glastonbury Tor, Snowden, Ben Nevis, Cave Hill – you will have to enter your own data for these I'm afraid.


Mars is in, but the historic city of Donaghadee is sadly neglected – there's no justice.

STUDIO 16 V3

Upgraded software and a powerful new CueList feature are the highlights of the most recent version of the Studio 16 sampler. Richard Baguley gets tuned in and turned on.



***Studio 16* Version 3 is available as the 12-bit AD1012, or the 16-bit AD516, shown here, which can handle up to eight tracks at any one time.**

THE NEXT TIME you go to the cinema or watch a video, stop for a moment and think about the soundtrack. Not the turgid Bryan Adams record that plays over the credits, but the various bangs, crashes and groans which create the atmosphere that makes a good film.

Usually sound effects are dubbed in later in the post-production process which, these days, is invariably done using digital rather than analogue sound to cut out the hisses and crackles.

Studio 16 is designed for just such a purpose. It has already seen a lot of use in video, radio and multimedia production, and it's widely regarded as one of the best products for these purposes. Instead of storing the sample in memory (as most Amiga samplers do) *Studio 16* records the sample direct to hard disk.

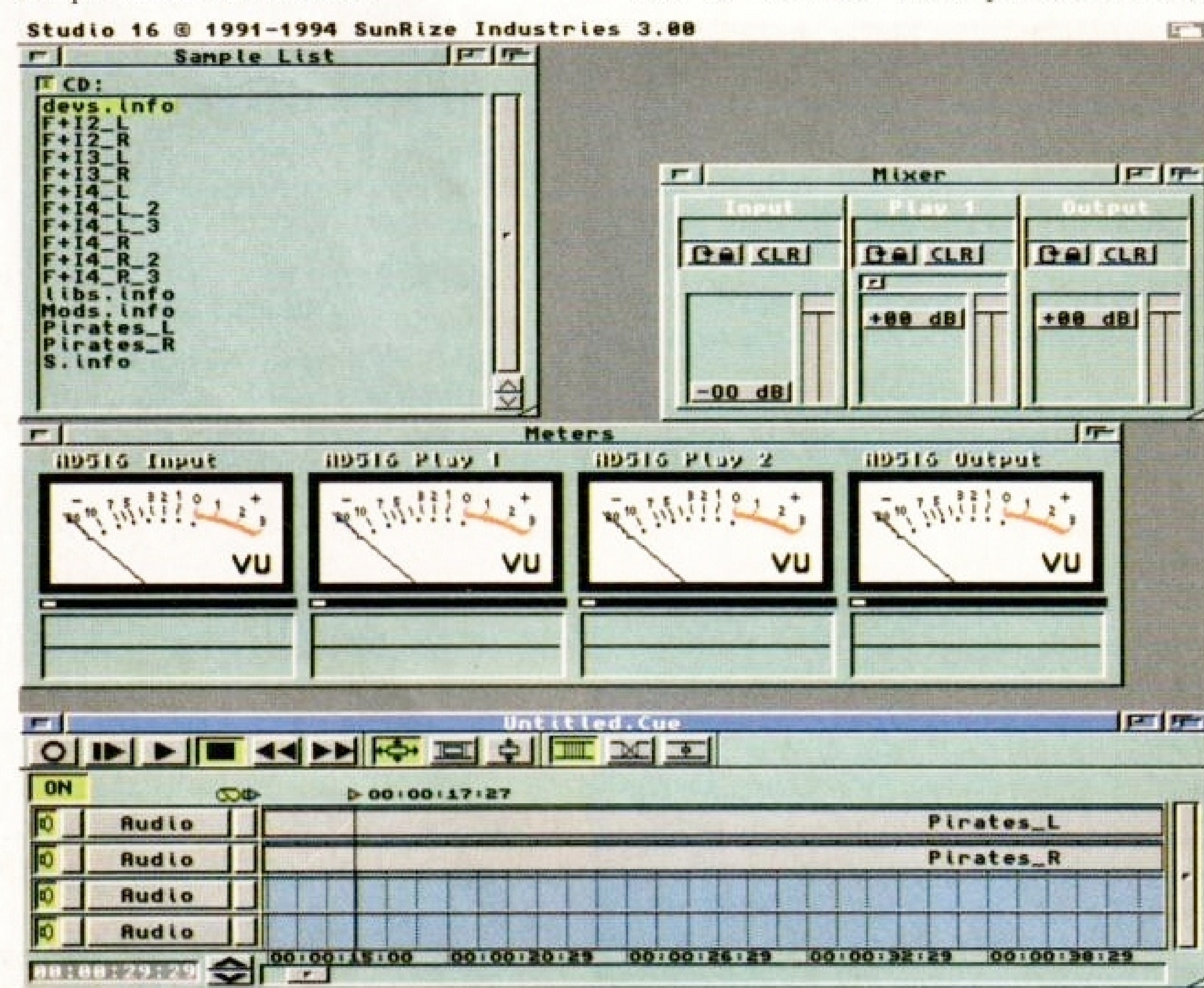
The *Studio 16* hardware comes in two flavours: the AD516 and the AD1012. Both of these are Zorro 2 cards which fit any big box Amiga. The AD1012 is a 12-bit mono sampler, so the quality of its samples is not as good as those of the 16-bit AD516, and it can only play back four tracks at once if your hard disk is fast enough to cope.

However, it costs less than half the price of the AD516, so if the CD-like quality of 16-bit is not essential, the AD1012 is well worth considering.

The AD516 can handle up to eight tracks at one time, although you will need a pretty fast hard disk and Amiga to cope with this. The sampling is carried out by two 16-bit digital-to-analogue converters, and is 64 times oversampling, with a distortion of less than .0095 per cent and a frequency range of 15kHz to 22kHz. What this technical gobbledygook boils down to is that the quality of the samples is quite simply stunning, with absolutely no noticeable distortion.

Both cards are based around a ADSP 2105 Digital Signal Processor (DSP) which deals with the potentially messy business of mixing the signals.

The software is modular, so you can load the various parts such as the recorder, mixer and CueList separately. Each of these controls a specific aspect of the program, but most of the everyday bits can be handled from within three of the modules: the Recorder, Editor and CueList.



***Studio 16* uses a modular approach, with each of the different modules handling a different aspect of the program.**

You can sample at rates of between 5.5 and 48kHz, which covers Compact Disc (44.1kHz) and Digital Audio Tape (48kHz). Having used the Recorder to get the sounds into the system you can edit it in the Editor. From here you can chop or change the sample to remove errors or combine samples (although they do need to be at the same sample rate).

The real heart of the software is the CueList. Here you define what samples are played and when, so this is where you are likely to spend most of your time. For example, if you are editing a piece of film to add the sound effects, you would sample in the voice track and place this on to two of the tracks (to give a stereo pair).

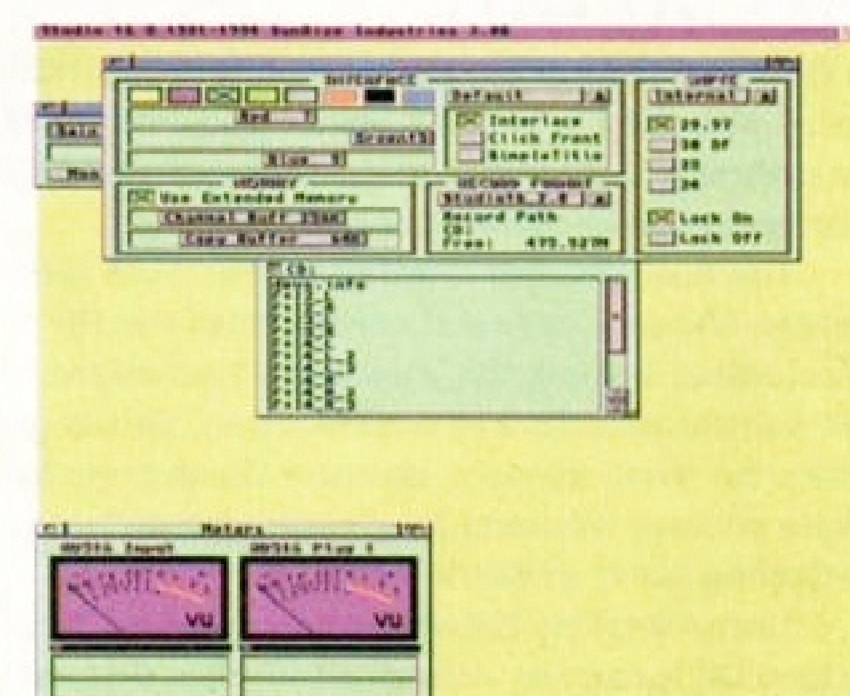
You could then drop the sound effects samples on to the other tracks in sync with the voice track. *Studio 16* can synchronise to a video by using SMPTE time code,

RATING YOUR RESOURCES

The number of tracks and the sample rate you will be able to use with *Studio 16* depends on the speed of your hard disk and the speed of your Amiga.

***Studio 16* can play back several different tracks simultaneously, but the number of tracks will also depend upon the speed of your hard disk, and particularly the seek time. The seek time reflects how long the head of the drive takes to move between the tracks of the drive, and so how long it will take to find a file. If you are playing several tracks simultaneously, the drive will need to be constantly moving between the files holding the data for each of the tracks. If you have a slow drive, it will simply not be able to keep up. There are no hard and fast rules to this, but if you are considering using *Studio 16* in a professional environment, you you should consider buying a large, fast drive on which to store the samples.**

The speed of your Amiga will also have an influence, because playing back 16-bit samples involves moving a lot of data around. As a rough guideline, you will probably only be able to play back five tracks with a 68000-based Amiga (such as the A2000), but a 68030-based model (such as the A4000/030) should be able to handle eight tracks easily.



You can configure most aspects of *Studio 16* direct-to-disk sampler software, including screen colours and memory usage.

which is a signal encoded on to the video tape. This tells *Studio 16* which frame you are on, so that the video and sound can be kept in perfect sync, even if you skip backwards and forwards.

The CueList is extremely powerful but still very easy to use. To put in a sample, you just drag it from the list of samples on disk and drop it on to the appropriate track. If you want to move it to another time it's simple. Just click and drag to where you want it. If you're working from an edit list, you can specify the start and end times of the sample in SMPTE frames.

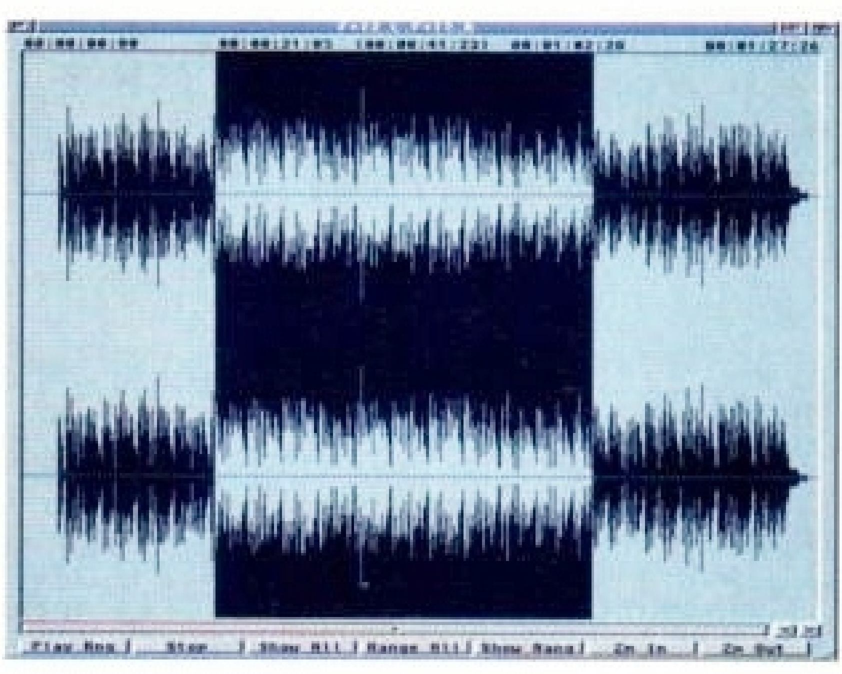
Once you've finished your soundtrack you can record it on to video or even resample it to disk for use on a CD. The Digital Signal Processor is capable of playing back several tracks and sampling the output at the same time, so you can combine your three or more tracks to become two (for stereo) or one, with no hassle.

However, there is one omission that would have been extremely useful – direct support for creating CD tracks. At the moment you have to rely on an external program to convert the samples into a CD track, which is a pity.

Studio 16 is a difficult product to assess. It's certainly a very high quality 16-bit sampler and a lot more, and the new version of the software is very easy to use, in particular the new graphically-based CueList. However, it is not cheap and the imminent release of the RTX module for the *Wavetools* sampler means that it will finally have some serious competition.

Studio 16 is extremely useful for video, multimedia and CD production., but it is by no means a cheap option, because you will also probably need to expand your system to get the full use out of it.

However, *Studio 16* is still cheaper than comparable dedicated systems, for example the *Soundscape* which retails at around £2,500, and, all-in-all *Studio 16* should have pride of place on many a multimedia professional's desktop.



The Editor enables you to cut and paste between samples easily, and even undo cuts if you make a mistake.

A PROFESSIONAL VIEW

Jim Hawkins is a professional multimedia producer who makes his living writing TV and movie screenplays. He's responsible for Music Maker and Asterix on the CDTV, and is currently working on a CD[32] version of Asterix. Here Jim offers his opinion of the latest version of Studio 16.

"There's only one minus point about version 3 *Studio 16* software, and that's the loss of the real-time DSP effects module, which is guaranteed to get your friends gasping as it does weird things to your audio.

"The major plus of the new software is the enhanced performance. The Editor creates waveform graphs from large files more quickly, and that's a big bonus. The seek time to selected sections of big files is also much less painful. It's also good to see that the use of intelligent modules that load on to a work space has been retained; the temptation might have been to make one vast program.

"As the hardware hasn't changed, there's no enhancement of the actual audio quality, but then it's hard to see how it could be any better than it is at the moment – perfect capture at sample rates up to 48000 16-bit sample/sec, and perfect replay.

"There is improved support for *Bars & Pipes*, full MIDI and ARexx support, and full use of the hardware SMPTE timecode generator. No surprises really – just a continual upgrading of the system software, better performance, and improved reliability. The included BigBlocks utility to increase the logical sector size on hard disks may prove a life-saver to those with slower SCSI or IDE drives. It didn't do much for my 440Mb Wren external SCSI drive – the speed increase was 4325 bytes/sec.

"One major overhaul is the CueList editor, which is altogether a fantastic tool for getting recordings just right. For people creating multimedia or videos, it makes fully professional mixing and dubbing possible on the desktop."

STUDIO 16



DESCRIPTION
16-bit direct-to-disk sampler

MANUFACTURER
SunRize Industries 0101 408 374 4962

DISTRIBUTOR
White Knight Technologies
0992 714 539

PRICE
AD516 £1,249, AD1012 £499

RELEASE
Out now

SPEED ●●●●
Given the amount of data that is being thrown around when editing 16-bit samples, *Studio 16* is fast.

MANUAL ●●●●
An extremely good manual covering all aspects of this somewhat complex program and the hardware.

ACCESSIBILITY ●●●●
Very good, especially the new CueList which allows you to drag and drop samples.

FEATURES ●●●●
Good facilities for manipulating samples but the lack of direct support for creating CD tracks is a pity.

VALUE ●●●
Although it's not cheap, *Studio 16* is extremely powerful and a lot cheaper than dedicated systems.

VERDICT

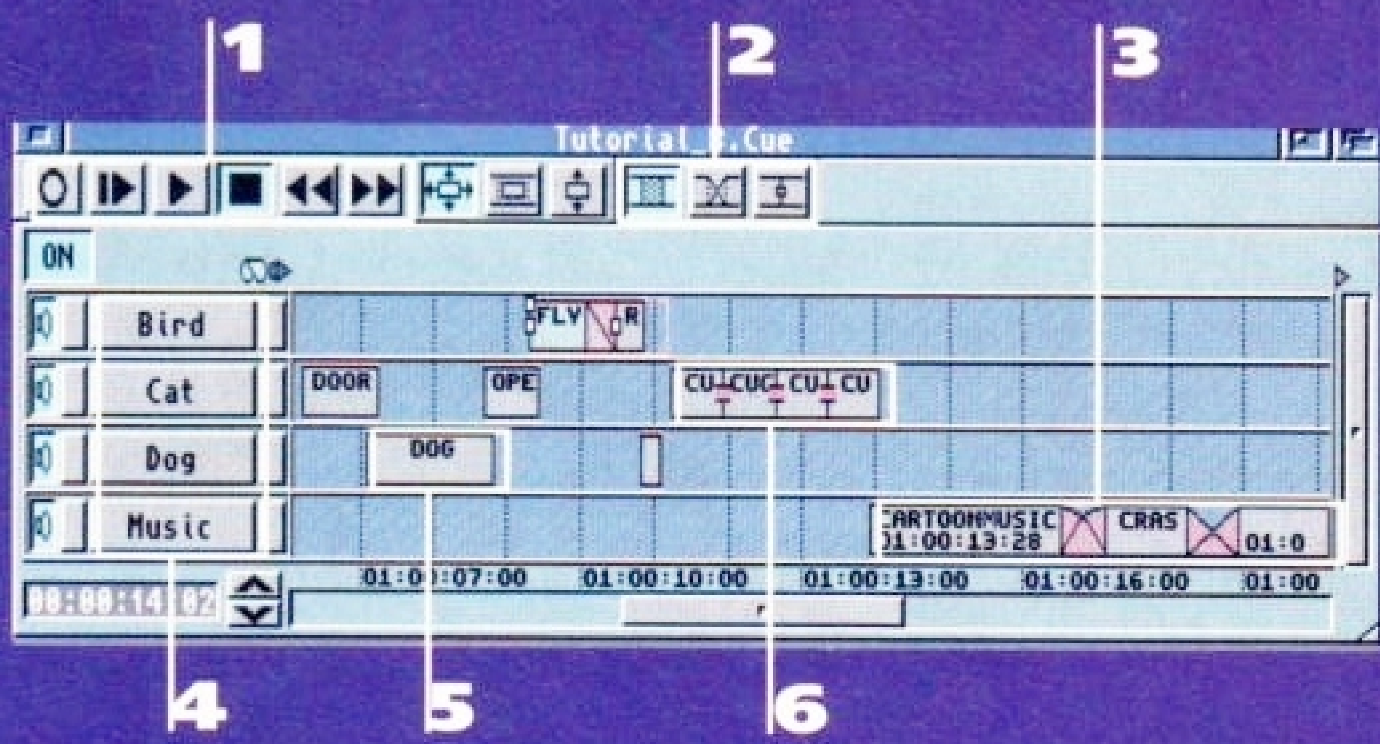
"The sample quality is excellent, and the new version of the software is much easier to use than the previous release. Expect to hear it on a multimedia disc near you soon."

85%

CUEING THE ACTION

The only completely new feature in the software is the CueList. This incredibly powerful part of the program allows you to control the sequence in which the various samples are played back.

Here we take a quick look at what the various buttons do...



1. These are the playback and recording controls. From here you can play any or all of the tracks or record a track while playing back the others.
2. These controls determine how samples will work with each other. You can have an unlimited cross fade, a limited cross fade or a butt edit, where one sample stops and the other starts immediately.
3. These samples will fade from one to the other in a time determined by the space between them.
4. Each of these is one track, which can be named. If you have got an accelerated Amiga and a fast hard disk, you can have up to eight tracks.
5. The blocks represent one sample, which is played back at the appropriate point in the CueList.
6. These four samples are butted together, so they will play one after the other with no pause between them.



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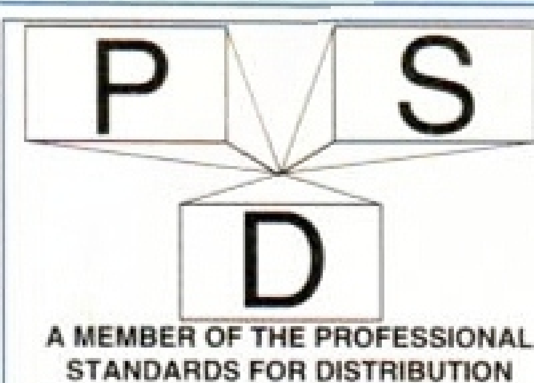
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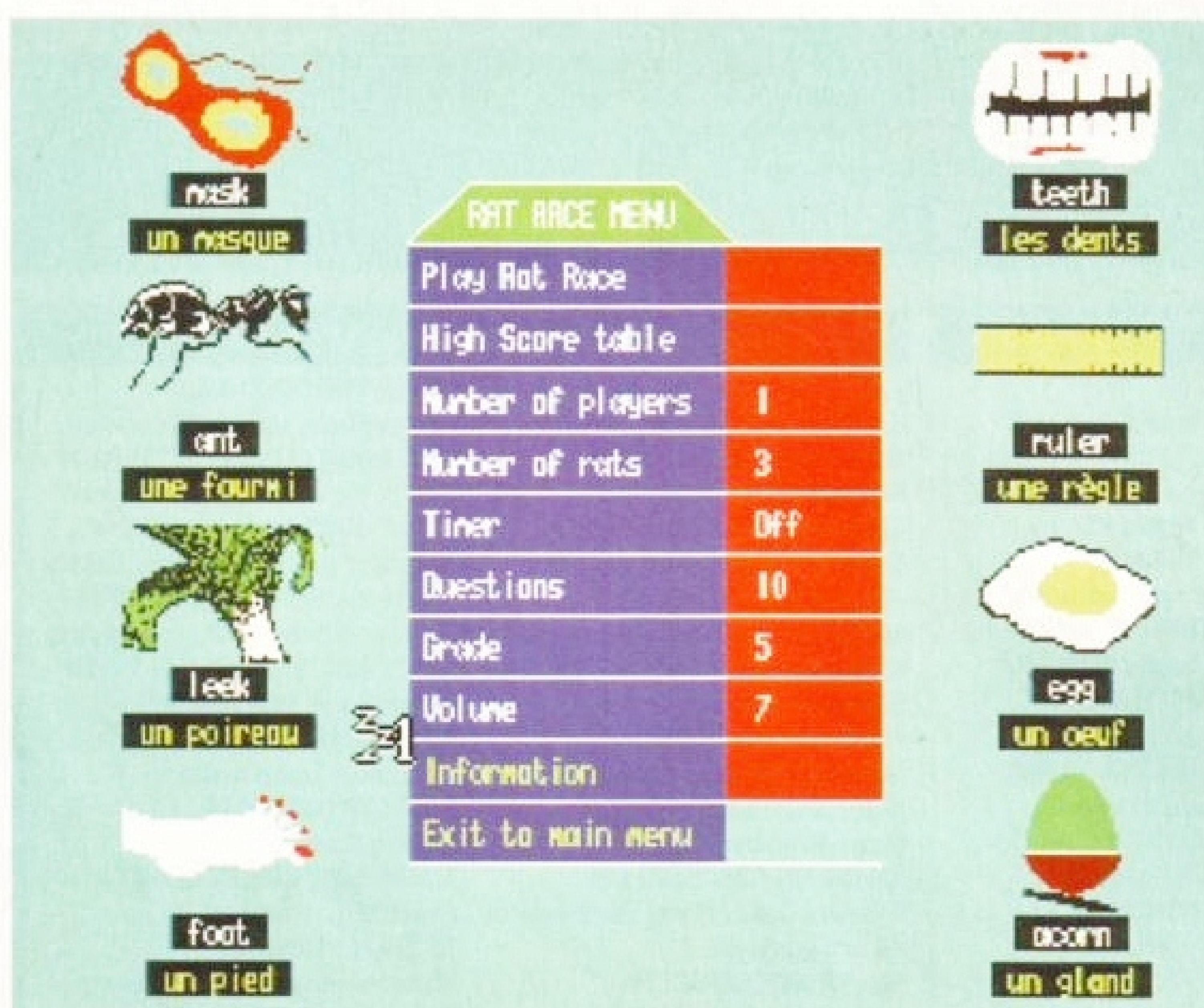
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Junior ESSENTIALS

10 Out of 10 Educational Systems ■ 0742 780370 ■ £25.95

Can the Amiga and the National Curriculum co-exist peacefully? Tracy Osborne puts 10 Out Of 10's latest educational offerings to the test.



On today's menu... There must be more practical methods of learning a lingo than the *Junior Essentials* way, n'est pas? When did *you* last have a conversation about acorns?

JUNIOR ESSENTIALS IS a collection of six arcade-style games that aims to reinforce an ambitious range of subject areas. Maths, History, Geography, Science, English and French are all covered at a broad level aimed at five to 11-year-olds.

Players test their reactions, solve puzzles and develop strategies in the games, but ultimate success rests on correctly answering questions.

The results are recorded and displayed on a colour-coded Achievement Record, with reference to the National Curriculum, and on a High Scores Table for players. There is a certificate, which can be filled in and printed out, for those who merit it.

Each game can be played at six levels, and offers features to increase the potential for challenge.

For an expert player, customising the games to test the reaction time provides good practice and consolidates knowledge and skills. However, the games suffer from looking like educational programs and the graphics don't compete with entertainment software and offer nothing new in terms of gameplay.

There's a bat and ball game, a *Pacman*-style race, a sideways scrolling *Space Invader* clone, and a paint program. The remaining two offerings involve grabbing the correct answer from a moving screen and completing a sequence from a set of options. There is nothing to inspire the experienced gamer.



Timed to perfection: clear the bricks and shoot the right clock in *Break Up*.

The 10 Out Of 10 range has many good features and offers serious educational potential, but this example just misses the target.

In its education guise it tries to do too much, and therefore lacks integration, while in its game aspect it just isn't enough fun.

VERDICT

" The selection of skills and knowledge are conveyed in a mostly uninspiring manner. "

68%

DINOSAURS

10 Out of 10 Educational Systems ■ 0742 780370 ■ £25.95

KIDS LOVE DINOSAURS and often display a surprising capacity to pronounce and spell the names of their favourite extinct behemoths, while they struggle with more mundane words. 10 Out Of 10 are attempting to capitalise on this enthusiasm with *Dinosaurs*.

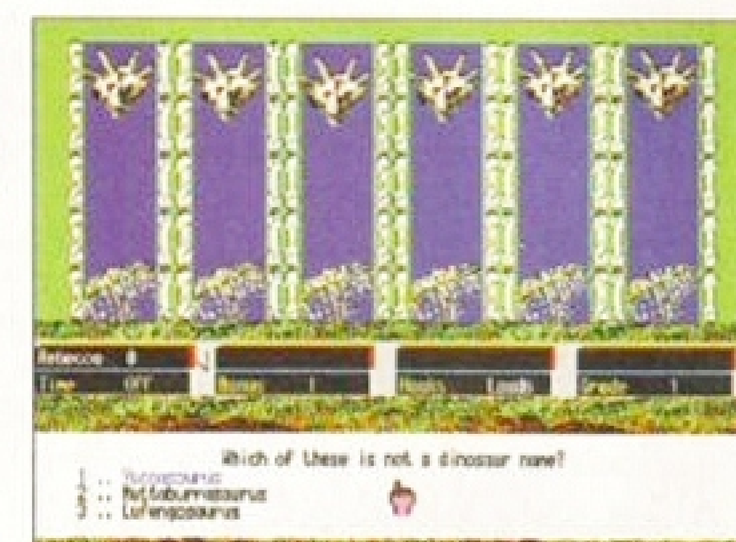
There are six arcade-style games, each with six levels of complexity and features for adjusting the challenge. In this package the Achievement Record does not have links with the National Curriculum, but displays players' results with reference to dinosaur-specific facts, such as diet and dimensions.

The many tasks include matching pictures of dinosaurs to their names, identifying dinosaurs from descriptions of their behaviour, size, or physical features; and answering general dinosaur-related questions.

To succeed, players will need much specialised knowledge while an understanding of the formation of scientific words combined with inspired guesswork wouldn't go amiss, either. An eight-page booklet, *Dino Info*, contains the names of the 96 beasties mentioned in the games, and other facts, but is woefully inadequate in terms of the information needed to play the games. However, quite a lot can be picked up from trial and error because the games drop heavy hints or just correct you if you get it wrong. *Wordfit*, a kind of *Scrabble* game designed to help learn the spelling of relevant words, is also included.



Index-linked – the choice is yours in *Dinosaurs*. Extinct on earth, irrelevant to the National Curriculum, alive and ever fascinating in the imaginations of children.



Your chance to push a dinosaur around and a hint of humour in *Spare Ribs*.

In the real world an in-depth knowledge of dinosaurs is not terribly useful but an ability to handle information is. This package would be best used with a quality dinosaur reference book with both contents page and index to teach your child how to look up information.

VERDICT

" Good for the dinosaur enthusiast, otherwise Dinosaurs is a clear case of overkill. "

66%

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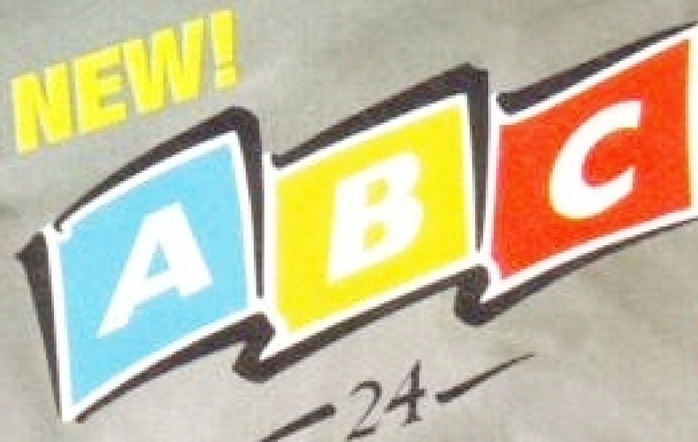
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- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
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- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 240c, Optional - Swift 240
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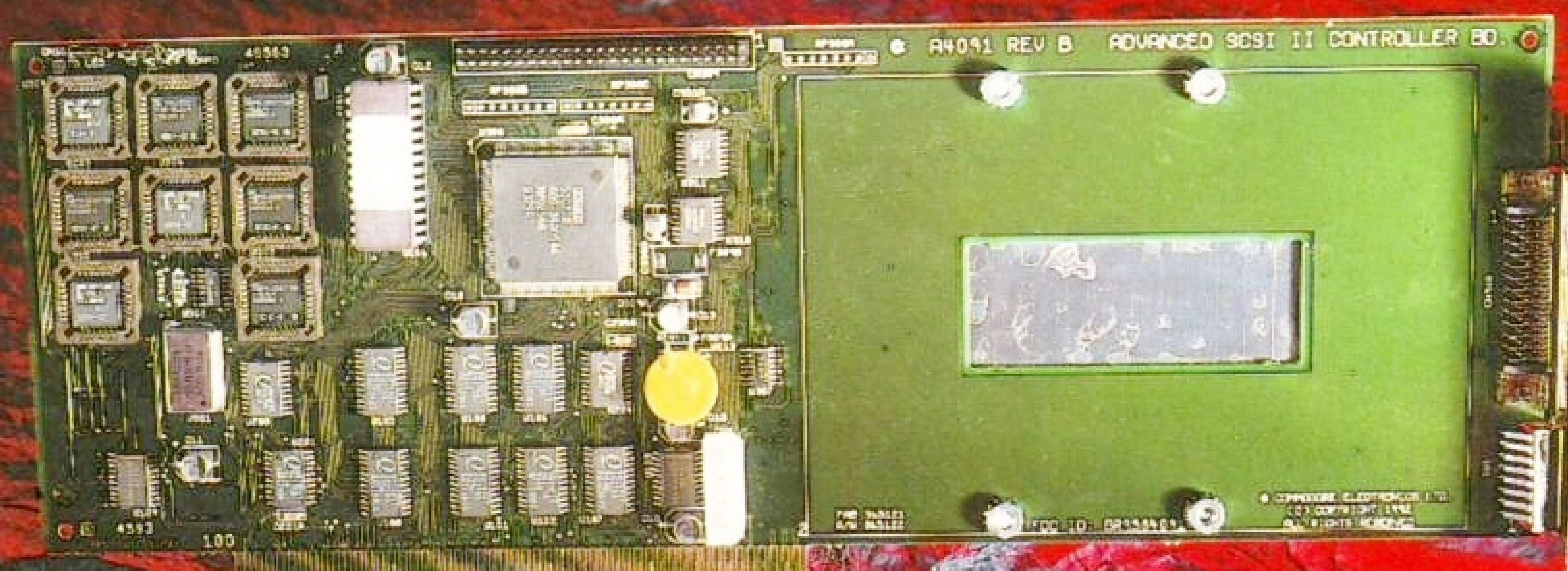
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A4091

Life in the fast lane? Nick Veitch attempts to do it at 5Mb a second with a new Commodore approved SCSI controller.

A SCSI CONTROLLER is a wonderful thing. SCSI stands for Small Computer System Interface, which is a fairly accurate description of what it does. It is an interface standard which translates instructions and transfers data between the host computer and an external device. The external device can be anything that conforms to the SCSI standard. At the moment this includes hard drives, tapestreamers, CD-ROMs, and scanners.

However, it is mainly used for hard drives. SCSI mechanisms are the industry standard for machines such as the Apple Macintosh, the IBM PC and compatibles and, until the A4000, the top-end Amigas. SCSI interfaces are necessarily complicated, because the protocol has to support such a wide range of devices.

SCSI 2 is an extension of this standard which supports more commands and also provides higher data transfer rates – up to five times that of an ordinary SCSI device. These rates obviously depend equally on the device which is being driven. In fact, there is only a small improvement in speed when using a SCSI 2 device compared to the older SCSI ones.

The A2091 was the officially approved interface for the first Amiga, (the A2000) to have a SCSI interface It's successor, the A4091, is manufactured by the American firm DKB, but Commodore played a large part in the design of the card.

The card itself is a relatively complex multi-layer affair. DIP switches at the rear control options such as the SCSI address number of the card, whether to activate synchronous mode and whether the devices require a long or short boot-up.

Synchronous mode can result in much improved transfer rates, because each data packet transferred does not have to go through an acknowledgement handshake.

The A4091 does like the devices to be properly terminated. If your SCSI devices do not have built in termination (which most internal drives do not) a termination module is supplied which must be attached to the SCSI bus. This can be a bit of a pain if you have more than a few cards installed in your A4000. The terminator and the extra connector on the ribbon cable have to be jammed into the space.

Very Large Scale Integration (VLSI) technology produces an impressive feat of engineering. It's just a shame that the interface is so fussy.

The other major difficulty is that the A4091 seems to be a bit fussy about who it will talk to. Some mechanisms work fine, while others aren't recognised at all, or only every now and again. Having said that, if you find a compatible mechanism, it seems to work well. The A4091 was able to cope with an internal CD-ROM drive, something that the *Oktagon* and *Trifecta* cards cannot do.

> "SCSI 2 supports more commands and also provides higher data transfer rates – up to five times faster than an ordinary SCSI device."

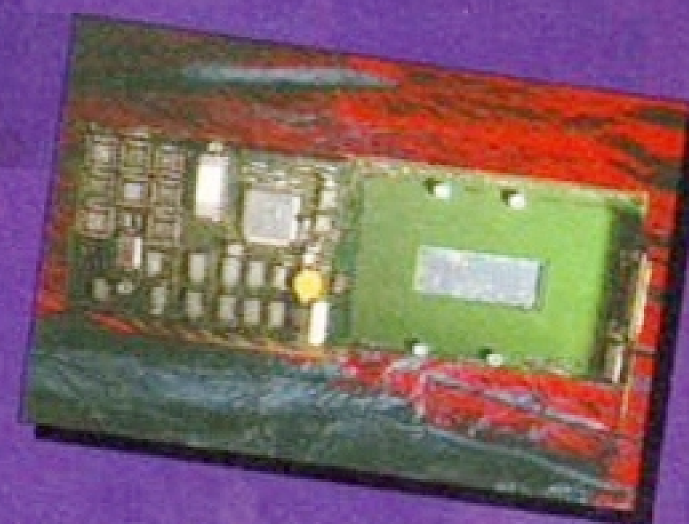
The only other quibble is the external SCSI socket. It is a 50-way D-type connector, but it is a subminiature one and is incompatible with the majority of cables because the Mac, PC and, until now, the Amiga, all use the slightly larger type. It seems a bit pointless.

GOING FOR BUSTER

The A4091 is a special Zorro 3 card, so it will only work on the Amiga 4000. Unfortunately, because of problems with the A4000 Zorro interface, the A4091 will only work with later revisions of the Buster chip.

The Buster chip (which is located slightly to the right of and a little behind the RAM sockets on the motherboard) must be a revision 11 or above. Most A4000s sold in the UK have an older revision of the chip (09). You can check yours by opening the lid and reading the last two digits on the chip. If you have a 09 you can get it replaced under warranty. It is worth checking now, because you will need it sooner or later.

A4091



DESCRIPTION
SCSI 2 controller

MANUFACTURER
DKB

DISTRIBUTOR
Power Computing 0234 273000

PRICE
£399

RELEASE
Out now

SPEED ●●●●
The A4091 board's speed problems lie, for the most part, with the A4000 rather than the board itself.

MANUAL ●●●
A useful installation guide, but an in-depth explanation of the different options would have been helpful.

ACCESSIBILITY ●●●
You should be able to use this board, even if you are not familiar with SCSI devices, and how they work.

FEATURES ●●●●●
Support for SCSI Fast Bus and an asynchronous mode are excellent. Shame about the rear connector.

VALUE ●●
This is the sort of price you would expect for a reliable SCSI 2 interface, not one as moody as this.

VERDICT

"Although the A4091 is an excellent piece of engineering, it is sadly let down by some of the deficiencies of the A4000. It also seems to suffer from having some incompatibility problems with other mechanisms."

71%




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(iv) ❑ I would like more information on this series of CD-ROM software and please send me a mail shot as the disks are released.

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❑ ^ + V793 AMIGA BEGINNER You asked for it! Tutorial for the beginner on your Amiga!
❑ ^ + V849 LANGUAGE TUTOR v1.0 Spanish, French, German & Italian.
❑ ^ + V908 DPAINT TUTOR Do you have DPaint. The learn how to use it with this disk
❑ ^ + V927 CLI TUTOR Helpfull program to understand how to use CLI & Shell
❑ ^ + V933 GCSE MATHS Program to help with the GCSE maths course
❑ ^ + V1015 JAPANESE Help teach Japanese. Word-a-day & Vocabulary
❑ ^ + V1157 DINOWARP TRIVIA You land suddenly & appear in front of a Dinosaur who agres to let you go if you answer 50 questions
❑ ^ + V1158 BACK TO SCHOOL Will demonstrate to the youngest kid how to learn on the computer whilst having fun. (2)
❑ ^ + V1165 6th FORM EDUCATION Contains Biorhythms, Calc, Elements, Huge, Resemnumber, Iqrst, Wwwmaker & more
❑ ^ + V1168 VISIT TO A RED PLANET Good action, colour pictures & voiceovers make this disk into a stunning production.
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❑ ^ + V1172 DINGS DTP Childrens work is even done with just the keyboard its a typing program with graphics abilities.
❑ ^ + V1180 BACK TO SCHOOL 3 Contains Treasure Search, ReflexTest, Type or Die, more educations programs of kids
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❑ ^ + V1216 COLOUR CHANGES The aim of the game is to create a line of four ball in your colour. Requires 2 players at present
❑ ^ + V1217 JUNIOR MATHS Cut down version which features Counting function so does your child needs help with numbers.

VARIOUS UTILITY DISKS

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❑ ^ + V390 DESK TOP PUBLISHING Extra features, Text & Graphics Editors
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❑ ^ + V761 A-GENE v4.18 The most popular genealogy database program.
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❑ ^ + V1054 ADVANCED UTLS 2 Compress Disk doubles the capacity of your D on the fly with compressions, DiskOptimizer, SCSI Mount
❑ ^ * V1055 PARBENCH All the software you need to hookup 2 Amiga's or CDTV's.
❑ ^ + V1056 DEVELOPER Contains the official Commodore developers Kit for theAmiga, Amiga Guide & install utilities.
❑ ^ + V1058 3D GRAPHICS Several 3d moddeling/ray tracing programs
❑ ^ + V1059 GRAPHICS Create stunning graphical images. MPath creates swirling galaxy images. Roses, Rayshade
❑ ^ + V1060 CIRCUIT BOARD DESIGN Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❑ ^ + V1061 DISK UTLS Several highly recommended programs for performing file hard drive backup, file recovery, disk track recovery, and forced disk validatuion
❑ ^ + V1062 DESKTOP PUB Transfers Macintosh screen fonts. AFM metric files to Amiga fonts/PPage .metric files.
❑ ^ + V1063 RIPPERS, STRIPPERS & BEATS For the music enthusiast, design-ed to strip music from your favorite games
❑ ^ + V1067 3D OBJECTS 3 About 20 objects in Sculpt / Turbosilver format
❑ ^ + V1069 PRINTER DRIVERS 5 Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet.
❑ ^ ^ V1070 (AGA) UTLs 2 256 colour icon editor, Plamsa256, QuickGrab v1.1
❑ ^ ^ V1071 (AGA) MSM v1.8 Martins system monitor for programmers
❑ ^ ^ V1072 (AGA) WINBLENDER v39.28 Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❑ ^ + V1073 FT-X ACCOUNTS v2.01 Was written as there are not ready any other good account packages.
❑ ^ ^ V1074 (AGA) UTLs 3 Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs including demos & some games
❑ ^ + V1077 GENEALOGIST v3.04 is a specialized database for keeping track of genealogical information. Full featured & a wide selection of features to use.
❑ ^ + V1078 PC TASK v2.03 Software IBM-PC emulator. It allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA.
❑ ^ + V1079 KEYBOARD TRAINER v1.1 Best Public Domain Typing Tutor. Excellent
❑ ^ + V1081 REPAIR-IT 3 Contains a selection of Disk, Hard Drive repairing and file saving utilities for the Amiga (2)
❑ ^ + V1083 CROSS v5.1 is a program that creates crossword puzzles for you
❑ ^ + V1084 SPECTRUM EMULATOR v1.7 This is the best & latest version of the most popular emulator on the Amiga. There is an 020/030 versions now on this disk which enhance the games on disk. (2)
❑ ^ + V1085 STOCK ANALYST Technical analysis and securities tracking program which calculate when to buy & sell shares
❑ ^ + V1088 WB 2.0+ UTLs Contains Clickrag, DTS, FastDos, Formatter, No-Click, UnDelete, KeyMac, MegaWB, MR, 1 Plane, Opens, ResumeMaker & StarBlank.
❑ ^ + V1090 ANDYS (AGA) UTLs Another selection of utilities for A1200 owners also includes FakeMem, KillAGA, AGAtest, Degrader
❑ ^ + V1091 ASTRONOMY v2.1 A menu driven astronomy program that calculates information about the Sun,Moon, Planets and Constellations. New updated version
❑ ^ + V1092 HEROQUEST AID Will aid solo AD&D players who do not have a Dungeon master. It takes over the DMs role.
❑ ^ + V1093 PARNET SET-UP A two way network file system between two parallel ports, establish via two amigas. (2)
❑ ^ * V1095 THE DEGRADERS If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
❑ ^ + V1096 MING SHU CHINESE ASTROLOGY Will create a horoscope in seconds, not hours. its the complete aid.
❑ ^ + V1097 TITANIC CHEATS v1.40 Contains 950k of raw data which is just a whisker under 600 games Well presented
❑ ^ * V1104 COLOURED ICONS Transfer your disks into colouful well presented works of art with this database of excellent icons
❑ ^ + V1106 MAJOR LEAGUE Allows you to keep track of your favorite teams and there results. DataIndex v2.4
❑ ^ + V1109 STAR VIEW is designed to show graphicallythe positions of the stars and planets from any point on Earth.
❑ ^ + V1110 FORCASTER v2.01b Is a Horse Racing prediction program which uses statistical analysis of Major factors.
❑ ^ + V1112 CHEQUE BOOK v2.5 Record your bank and other transactions.
❑ ^ + V1114 PRINT LABELs DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print v3.5
❑ ^ + V1116 POOLS WIZARD JNR Dead-acated Amiga Football Pools predicter
❑ ^ + V1117 x-BEAT PRO A good program for drum sequencing 16 bass.
❑ ^ + V1125 LEMMINGS 2 INSTALL This disk will install Lemmings 2 to your hard drive. 1Mb Chip RAM + 512k RAM
❑ ^ + V1129 RED DRAWF TRIVIA The ultimate Quiz and answers game.
❑ ^ + V1130 COMMUNICATE v1.2 A helping tool for learning one of the eight formats of cummunications or languages.
❑ ^ * V1134 TOOLMANAGER v2.1 Includes the ability to add menus to your Tools menu add WB icons or Windows. (2)
❑ ^ * V1136 DISKSALV UTLs Copy_C A tool for making backup copies, formatting ect. DiskMate A multi drivedisk copier. Disk Salv2 is a disk structure, file repair come salvage or undelete utl. HDClick, is a hard drive menu and workbench tool.
❑ ^ ^ V1137 (AGA) UTLs 4 Test, BBlank, CheckAGA, CycletoMenu, Doublex, Force VGA, GIF Datatype, PKLudge, PPShow, Rend24, ViewTek and Verlauf.
❑ ^ ^ V1138 (AGA) UTLs 5 Degrader, Pov-Ray, AmigaToDouble, CardMemLast, Palette, Promotor, RomTagMem.
❑ ^ ^ V1139 (AGA) UTLs 6 A4091Patch, Alert Timer, Bestid, Clouds, Ham8 JPEG, NewPOP, NTSC4NTSC, PatchPointer, Plasma PCX & Screen Mode changer.
❑ ^ + V1140 FOOTBALL FORECAST v1.2 This is the latest and most upto date football results prediction program. New instructions
❑ ^ + V1141 MANDELPLOT v2.4 Does't just produce 2d fractals, can view them in 2d or 3d modes, make animations, even design your own fractals. Fastest mandel-brot producer
❑ ^ + V1144 GRAPHICS Contains JPEG files, DJPEGGui v37.1, MakeAnim7, BestAGA anim playback. S-Anim-5 v1.1, S-PIC v1.2
❑ ^ + V1145 MENUMASTER III If you want to produce a simple menu system, this is it wether for a hardsk or a floppy disk.
❑ ^ + V1147 EASYBENCH Contains a wide selection of utilities which covers almost all the best utilities on the Amiga (2)
❑ ^ + V1152 GOLDED v.94 A GUI Based editor with lots of functions/options (about 250), DICE compiler front end, OS3 look & functions, folding paragraphs, fully customizable menus, Hotkeys, Autoback-up, Insert columns, Clipboard & more. (2)
❑ ^ + V1154 MAGIC MENU v1.27 Replaces all Intuition menus, supporting both pull-down and Pop-Up. Menus can displayed in a 3d look
❑ ^ + V1156 VIDEO TITLER Can you generate professional looking TV titles and credits for you own videos. Well you can with this, It has outstanding abilities.
❑ ^ + V1161 GOALKEEPER v1.0 Computer soccer administration program, Create your own Mini Football leagues upto eight teams, Fit for the European, UK leagues.
❑ ^ + V1162 AMIGABASE v1.31 A programmable database, features include 2 display meths, filter datatypes, search, print, memo, date, time.
❑ ^ ^ V1164 ASI A1200 FIX DISK Contains all what you would need for getting disks to work on your new a1200 computer.
❑ ^ + V1177 BETTERBENCH Yes its another intresting Workbench utility disk packed 99% full of utilities and documents.
❑ ^ + V1178 KICKSTART 3 EMULATOR This disk is a multi kickstart selection utility disk, You can select Kickstart 1.3(34.005) Kickstart machine (as it is) Kickstart 3.0 (39.106) No AGA support but a superior Workbench ect.
❑ ^ + V1179 FILE-O-FAX Designed for you to work at your own leisure without worrying about forgetting those important meetings, or names, address, tel Number's ect.
❑ ^ + V1184 AMIGA DIARY Is a mouse driven diary capable of storing all persion events and is the solution to those forgotten birthdays, missed appointments ect.
❑ ^ + V1185 GENIE Is a new genealogist database which will keep track of info.
❑ ^ + V1196 DESKTOP VIDEO Is a disk with making and editing your very own video master pieces. Contains excellent software
❑ ^ + V1200 MAGIC WORKBENCH Is a selection of icons or items to enhance your Workbench screen and enviroments.
❑ ^ + V1207 OCTASTUFF A new collection of utilites come samples come modules for use with the famous OctaMED programs
❑ ^ + V1208 OCTAROCK A selection of rock orientated modules and samples (OctaMED)
❑ ^ + V1209 GNU C++ COMPILER Requires HD 6Mb+. These's disks consists of the latest version of the GCC environment, Thus the compiler, driver, assembler, linker, header files inline code generation of library calls. (3)
❑ ^ + V1213 PROGRAMMING Contains the Programming languages like, Ace, AmigaE, AmigaEdo, SBProlog, BCPL4AMI, EGUI, Pascal and others (3)
❑ ^ + V1219 THE AREXX GUIDE Full Amiga Guide document to teach you Arexx!! Tip filled with easy cross referencing.
❑ ^ * V1220 TERMINUS Modem/Terminal program. Full featured scripts/screen modes/overscan, all the popular protocols.
❑ ^ ^ V1221 (AGA) BLANKER BlitzBlanker for WB v3.x only it has 14 different blankers all ready to show off your AGA machine!
❑ ^ + V1222 PANASONIC STUDIO Special printer Preferences editor and driver system for all Panasonic 9 & 24 pin printers.
❑ ^ + V1223 CANON STUDIO Special printer Preferences editor and driver system for BJC 800&880, LBP A1, A2, BJC 800, BJ5, 10, 20, 200, 230, 300, 130.
❑ ^ * V1224 SUPER VIRUS KILLERS From Safe Hex Int'l, who catalogs and kills Amiga Trojans and Viruses worldwide comes a complete virus protection system.
❑ ^ + V1226 AMINATION & PAINT Direct Action, Movie the amination player, QuickFlix a slideshow and cel animation, FrePaint & FunPaint a professional Paint programs.
❑ ^ * V1227 GADTOOLs Contains a collection of sharded libraries intended to provide programmers with new GadTools
❑ ^ * V1228 WB 3.0 UTLs 7 Contains another excellent helping of new utilities for WorkBench 2.0 and 3.0. Enforcer, A tool to monitor illegal memory access. Assign Manager, A new pref editor. AssignPrefs, PickStartUp, Allows you to select a startup-sequence of your liking. Stickit, A computer replacement for the ol' Post-It note.
❑ ^ ^ V1229 (AGA) MAIN ACTOR v1.16 A modular anim package with many features, IFF-Anim 5/7/8, IFF AnimBrush, PCX, playing from Hard disk or play in a window. (2)
❑ ^ * V1231 HD SOUND UTLs Contains Sound, SoundMachine, QuadraComp An intuition based music tracker that uses the internal sound capabilities of the Amiga. HD_Frequency, Is a HD recording system with many features, rates 60khz on A1200s.
❑ ^ + V1235 BLACKBOARD v1.0 Is an image proccessor written specifically for the AGA chip-set machines. will load ILBM (IFF), Sculpt files, you can also shade, colour, Crop, Scale, Mapping, Edit, Rectangle, Change range also various Palette routines.
❑ ^ + V1236 INVOICE PRINTER Will print invoices onto your letterheads. Much sort after. Ideally suited to a small business.
❑ ^ + V1237 SUPERSPELL A global spelling checker for use in any program you are typing under. Has a 9,000 word dictionary which you can edit, add, replace ect.
❑ ^ + V1238 KICKSTART SAVER v2.0 Functions include load disk df0:, df1:, load file, kicksum, makekick, save file ect.
❑ ^ + V1239 SKICK PRO v3.43 is the replacement for Kickit, ZKick, and LKick ect. intended for use on KS2.0 machines and its task is to soft-kick any other version of kickstart into RAM. Enhanced KS3.0 features.
❑ ^ + V1240 SHOW STD v1.2 is a tool that can be used to show the area covered by a particular STD code on a map on the UK. Flying Toasters, is a screen/mouse blanker.
❑ ^ * V1241 THE PD OFFICE is a little collection of wonderful utilities like EdWord-Pro, AddressBook, EasyCalc ect.
❑ ^ + V1242 RE-ORG v3.11 is a fast shareware disk optimizer for AmigaDOS.
❑ ^ + V1243 IMAGE 2.0 OBJECTS Volumes 4 to 7 packed to bursting point of Images for use with that amazing program Image. (4)
❑ ^ + V1247 TEXTURE MAPS in 320x200 JPEG format for use with any rendering progras, textures like Organic, Miscellaneous, Stone, Wood ect. (3)
❑ ^ + V1250 SOLDERING Contains many useful tools for drawing good quality circuit diagrams, and also vero-board (strip board/ solder board) lay-outs, complete PD system.
❑ ^ + V1265 DYNAMIC SKIES A big toolbox for astronomy that has, for an ultimate goal, to answer with speed any question that may arise on celestial objects. You can even animate Jupiter's path across the sky (2)
❑ ^ + V1269 OCTAMED TUTOR A simple guide through the basics of this excellent music program. From OctaMED 3.x upwards
❑ ^ + V1270 PRO BINGO Brings all of the entertainment of Bingo to the computer.
❑ ^ + V1271 THE DARK ROOM will help you learn how to develop films to film spirals.
❑ ! - V1272 CDTV>CD32 ADAPTOR Will help you make a lead so that you can use a CDTV keyboard on a CD32 machine.
❑ ^ + V1273 AMICDROM v1.7 A CD-Rom disk filing system for the Amiga. It supports the ISO-9660 standard and will mount the drive as a dos device (e.g CD0:) You can even access files and directories on a CD.
❑ ^ * V1274 KNIT v1.01, Converts an IFF pic into a knitting pattern. VIDEOMAXE 04.20, A video database that satisfies all needs of a private video user. full OS 2.1+
❑ ^ + V1275 RUSH v1.0 is a directory utility for AmigaDOS 2.0 or greater. It allows files and directories to be manipulated quickly and easily. PEOPLETREE What it offers you is the ability to compile a fair-sized family tree for your self. AMBUSH can be of used to developers, who may wish to test programs.
❑ ^ * V1277 STAR STUDIO Printer driver software for controlling any printer printer.
❑ ^ + V1278 MAIL-O-DEX An excellent way to keep names, addresses, Phone numbers, ect & then print them out.
❑ ^ + V1279 PRINT-A-CARD Want to print a business card or any other type of card then this is the software for you.
❑ ^ + V1280 DIVIDEND WINNER & PERM CHECK Is a pools prediction aid which will advise which numbers to enter on your coupon based on sequence prediction.
❑ ^ + V1281 SMARTY PAINTS The whole idea is for your kids to have a serious art package with usable & interesting facilities.
❑ ^ + V1282 FOOTY v1.4 Is a dedicated football database, sit back in your favourite chair with your mouse-mat on your lap and keep track of whats happening in the football league.
❑ ^ + V1284 PC FORM LETTERS Just load em into your fave WP and insert your own details then Voila ! Instant business letters!.
❑ ^ + V1286 PRINTER DRIVERS 7 Now also contains the program called sid for easy installation of the Printer Drivers.
❑ ^ + V1287 LEARN IN SPACE Let your younger children learn how to add, subtract while playing. Ages 4-7 years
❑ ^ + V1296 EAGLE PLAYER v1.41 Is Germanys best selling module player stroke construction package which supports over 80 music makers and trackers. (2)
❑ ^ * V1302 XFH-HANDLER v1.34, Is a DOS handler which uses xpkmaster library to provide transparent access to compressed files in a given directory or partition. All compression/decompression is done automatically by the handler when files are read or written.
❑ ^ + V1303 SCALA BACKGROUNDS Pictures are in736x580 16 colour format for use with The program Scala. Theres about 15 pictures in total and are very sharp indead.

GAME DISKS

❑ ! - 1073 TETRIS ORIGINAL This is the closest game to the original tetris
❑ ^ + 1420 DTRIS If you want a 1 or 2 player Tetris this has to be 1 of them.
❑ ^ + 1749 SCRAMBLE Original that old classic game from the arcades.
❑ ^ + 1977 POM POM GUNNER Shoot down WW2 air planes in this Op.Wolf game.
❑ ! - 2018 JETMAN Spectrum classic on the Amiga with all the original sounds.
❑ ^ + 2022 SEA LANCE The first Silent Service type sub war game on PD
❑ ^ + 2054 ATIC ATAC A rendition of the game from the original Spectrum
❑ ^ + 2164 DUNGEON ON NADROJ This is the best D&D adventure type game.
❑ ^ + 2220 STRATEGIC GAMES Eternal Rome, Lords of Hosts, In Moonshine
❑ ^ + 2221 MIND GAMES 21 of the best games to challenge your mind
❑ ^ + 2272 BLACK JACK LAB Play all the popular versions of Pontoon
❑ ^ + 2278 CARD SHARP Very well presented selection of solitaire games.
❑ ^ + 2280 DIPLOMACY 2Mb Classic strategy game loosely based on World War
❑ ^ + 2411 TOTAL WAR Strategy world conquest type game. 1 or more players
❑ ^ + 2432 GOLDEN OLDIES Galaga, Galaxian, Space invaders, Asteriods, Batty & Missle Command the Classic selection.
❑ ^ +> 2447 COINDROP Fruit Machine simulator with various gamble modes.
❑ ! - 2448 CRAZY SUE Another first rate cute school girl platform game.
❑ ^ +> 2480 FRUIT MACHINE 2 As near as poss to the Arcade machines
❑ ^ + 2491 LEGEND OF LOTHIAN Excellent adv game in the vein of Ultima.
❑ ^ + 2498 AMOS CRICKET Excellent arcade cricket simulator with nice graphic
❑ ^ + 2614 TETREN is a 1 or 2 player Tetris. The 2 player game is Head 2 Head.
❑ ^ + 2617 GOLDEN OLDIES 2: Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we've played here. Trail-Blazer, as the C64 Classic. Scamble.
❑ ^ + 2620 DR MARIO You must move coloured pills down the screen.
❑ ^ + 2621 ETERNAL ROME Start the Roman Empire from 32BC. Build fleets, armies & attack other counties and armies.
❑ ^ + 2622 DONKEY KONG Platform game in which you must rescue the girl.
❑ ^ + 2676 MORIA v5.4 Loads of new features, better graphics, larger, graphics, dungeons, screen updates, overview of dungon's map, more monsters ect..
❑ ^ + 2724 NEIGHBOURS Is the best graphical adventure game to date (2)
❑ ! + 2738 AIR TRAFFIC CONTROL Try to guide upto 100 planes into the AirPort
❑ ! + 2802 CARD-O-RAMA Sea heven, Crib Klondike, Black-jack, Spades, Street .
❑ ^ + 2825 ALL ROUNDER A Cricket simulation with great graphics & play
❑ ^ + 2854 SPACE INVAIDERS II A revised old classic Space Invaiders game.
❑ ^ + 2864 FIGHTING WARRIORS A karate combat fighting contest game.
❑ ^ + 2932 NUMERIX Enjoy puzzles then this is a must. You have a scrabble board & you must place tetris blocks to get points.
❑ ^ + 2987 BOMB JACKY A conversion as the original Bomb Jack, it's as the best
❑ ^ * 2988 BALDERS GROVE its here Boulder dash with a selection of levels that work fully on Workbench 2. or higher
❑ ^ + 3037 SSW A game for 2 based on Space Wars but with many extra features.
❑ ^ + 3039 ASTEROIDS II v0.85 The best version of Asteroids i have ever seen, If you like Asteroids then this is for you.
❑ ^ ^ 3040 TETRIS (AGA) If you like tetris, you need this disk. AGA graphics.
❑ ^ + 3075 18 HOLE GOLF Fully selectable speed and power functions com-bined with surpub graphics and sound. (2)
❑ ^ + 3162 SON OF BLAGGER Classic C64 platform conversion Can you remember it.
❑ ^ + 3214 UNIV CONQ A strategy game where 2 human players battle for control of the universe. allow the player to concentrate on the games strategy, digitized pictures.
❑ ^ + 3234 SYSTEM DEFENDER If Defender is the game and this is the game for you, in true defender style it retains all features.
❑^ + 3235 ALIEN BASH Is set inside a prison for the galaxys mentally unstable, you have been imprisoned there along with a bunch of your mates. Rescue your friends.
❑ ^ + 3252 BONDMINE 12 Well produced in the vain of the classic Boulderdash games.
❑ ^ + 3253 OPERATION METEOR Set in a stunning 3d adventure where you can travel around
❑ ^ + 3265 WIBBLE WORLD GIGGY Wibble World of Giggia Mainia hits town Yes you can enjoy the trils of controlling an egg shaped character for free. Solve puzzles, avoid monsters
❑ ^ + 3283 NECESSARY ROUGHNESS As headcoach you will have to call the playsthat you think will be most effective to the game. You will then be able to see the action, followed by a breif summary of what you have just seen. (2)
❑ ^ + 3285 THE ENTITY v1.1 You play the role or i should say control the stix and you're beinginvaided by the Entity.
❑ ^ + 3286 AIR HOCKEY Is a bat and ball game based on air hockey from the amusement aracdes. 2 players.
❑ ^ * 3287 ROAD TO HELL Is an overhead view driving game like HotRod and super sprint. Theres a helping extra which can be bought from the shop like enhancedtypes, Better Engines, Rockets, Smoke screens ect. (2Mb)
❑ ^ + 3310 STARBASE 13 Is a graphical adventure, simular in style to monkey island and Operation Stealth. A brilliant game (2)
❑ ^ + 3370 DIGITIAL TETRIS Is a One or two player Tetris game with neat graphics
❑ ^ + 3371 SUPER PRIX This is the closest variant game of Super Sprint on the Amiga
❑ ^ + 3383 POPEYE Is one of my old travs from the C64 computer. Very playable.
❑ ^ + 3384 BLOAD RUNNER Remember that old classic game well here it is.
❑ ^ + 3397 SPACE INVASION Another convertsion of Space Invaiders.
❑ ^ + 3401 JETTY QUEST This game is a cross between QBert and Block It with makes it an excellently addictive puzzle game.
❑ ^ + 3411 KINGDOMS AT WAR This is a 1 to 4 player Risk type game with neat and colourful graphics and presentation.
❑ ^ + 3412 THE LAST REFUGE Is a Space invaiders variant set in the middle ages.
❑ ^ + 3413 DARKSTAFF Is another classic game this one from the spectrum world
❑ ^ + 3414 CONQUEST & DOMINATION An excellent stratergy war game in which you can battle with troops, Tanks, Guns, Planes, Bombers, Battle ships. Replace ammo, trains, tankers, Build buildings ect.
❑^+K 3428 CLASSIC TERIS GAMES For all you out there with a fetish for Tetris games heres a little selection to keep you happy.
❑ ^ + 3434 MR MEN OLYMPICS Heres a fast action joystick woggling game for all true Olpmpians or just crazzed Mr Men. (2)
❑ ^ ^ 3436 (AGA) MOTOROLA INVAIDERS Its just another excellent AGA very large graphics space invaider type game. (2)
❑ ^ + 3465 ROBOULDIX Is a action puzzle game with 32 colour graphics, over 500 different objects, and is a variant on the most excellent arcade classic BoulderDash.
❑ ^ ^ 3454 (AGA) KLODIKE (3) Fancy a game of Klodike with AGA graphics.
❑ ^ * 3619 GNU CHESS 4.0 It contains a nice graphical user interface (menus, use mouse to move pieces ect.) The advantages of this program over that others are GNU Chess is a much stronger chess playing program.
❑ ^ + 3620 ORC ATTACK is a simple jet colourful and well designed Orc killing game.
❑ ^ + ASS121 BRAINBOW A board game, which will tax your brains for hours. Rather like a version of the pile-up Scrabble.
❑ ^ + ASS123 ARTILLERUS II Blow up your apponent with this one or two player game.
❑ ^ + ASS127 SHANGHAI 93' A brand new version of the old game calledDragon Tiles.
❑ ^ + ASS138 SCORCHED TANKS This is a enhanced version of Artillerus II with over 25 different weapons and upto 4 players.
❑ ^ + ASS141 BLACKDAWN Travel round a land in which hostile monsters roam free. kill the monsters with a section of weapons. Its a excellent dungeon master clone set in the future.
❑ ^ + ASS143 INTENSE is a Gauntlet stroke commando game in which you must walk up the screen killing the monsters, evil guys.
❑ ^ ^ (AGA) MEGABALL New breakout

STAR TREK SELECTION

❑ ^ + AT05 KLINGON D7 CRUISER fires torpedoes while passing by NCC-1864
❑ ^ + AT10 ENTERPRICES Leaves the Star station dock. NCC 1701-A classic original
❑ ^ + AT22 APPROACHING VESSELS
❑ ^ + AT23 STAR TREK FLEET MANEUVER
❑ ^ + AT33 THE PROBE II & BRID OF PREY
❑ ^ + AT34 LEAVING SPACE OFFICE Docking, Attack mode, Bird of Prey Scout attacking.
❑ ^ + 1060 STAR TREK *: TNG Game
❑ ^ + 1081 UTLTIMATE STAR TREK (2) Game by Tobias Richter. Now in English
❑ ^ + 2222 STAR TREK TNG This is the latest quiz game based on the T:N:G (2)
❑ ! - 2501 STARTREK / Jimbo Barber (2) 2dd
❑ ^ + 2503 STARTREK Eric Gustafson (3) 2dd
❑ ^^ 3420 (AGA) STAR TREK PICTURES (5)
❑ ^ + 3452 THE NEW STAR TREK ANIM (2)

* This Month's Best Mega Demo's *

1	❑ ^+	3468	Clairvoyance (7 Awards)
2	❑ ^+	3470	Totally Insane (Rage)
3	❑ ^+	3498	Music Disk (Transbeat)
4	❑ ^+	3511	Crayon Shinchan (Melon)
5	❑ ^+	3512	Asthetica (Icy and Chrome)
6	❑ ^+	3513	Dream Tripping (Digital)
7	❑ ^+	3514	Chit Chat Issue 11
8	❑ ^+	3515	Visual Intensity Issue 2 (2)
9	❑ ^+	3525	Rockily (Arise) (2)
10	❑ ^+	3527	Liquala (Damage)
11	❑ ^+	3528	Prosiak (Fying Cows)
12	❑ ^+	3529	Phaw (Scoopex)
13	❑ ^+	3531	Groovy (Lemon)
14	❑ ^+	3494	In The Mix Vol 5 (2)
15	❑ ^+	3621	Mean Machine (4)
16	❑ ^^	3542	(AGA) Point of Sale
17	❑ ^+	3625	(AGA) Chromagic
18	❑ ^+	3626	Holo Deck Anim (2)
19	❑ ^+	3610	Illusion (Fairlight)
20	❑ ^^	3603	(AGA) World of Mangad (4)
21	❑ ^^	3607	(AGA) Ferrari Pictures
22	❑ ^^	3710	(AGA) Mini AGA show (2)
23	❑ ^^	3718	(AGA) Barron Shoot em up
24	❑ ^^	3735	(AGA) Planet Grove Mind Warp
25	❑ ^^	3736	(AGA) Empty Head (Redneck)
26	❑ ^^	3742	AGA Perspex Hypnosis (2) 100%

PRICES (Prices are Per Disk)

1.... disk £3.00	2-5.....disks £2.75
6-10....disks £2.50	11-20..disks £2.00
21-50..disks £1.75	51+......disks £1.50

❑ Special Offer with your first 11 disks ordered select another three disks for FREE thats only £22.00 + 50p P&P (and thats £1.57 per disk).

EXTRA BITS

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CODE NUMBERS

+	Works with Workbench 2.x
*	Workbench 2.x+ Only
^	Works with Workbench 3.x
^^	Workbench 3.x+ Only
>	Not A600 Machines
!	Not Workbench 3.x (k) Requires KICK
(?)	Requires (?) Amount of disks

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P S D

CLASSIC CLIPART

(Black & White) (Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Super wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWII AIRCRAFT World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 10 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+
ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+
ART61 FISH Lots of aquatic pictures! +Y
ART62 SOFTSCENE 3 More nice scenery pictures! +Y
ART63 RESTAURANT 3 disks of Restaurant pictures(3)Y
ART64 MORE HOLIDAYS Festive holiday pictures! +Y
ART65 ANIM & BIRD 44 nice pictures! +Y
ART66 MOSSBURN ANIMALS 32 nice animal pictures! +Y
ART67 BURCHFIELD KIDS Some nice kids clipart! +Y
ART68 BEAST & MYTH 3 disks of Monsters,demons etc(3)+Y
ART69 TRANSPORT 3 disks of Cars,Airplanes Ships etc(3)+Y
ART70 TRUCKS & TRAINS Full of Wagons trains etc! +Y
ART71 ASTROLOGY 2 disks of astrological signs! +Y
ART72 AIRCRAFT 3 disks full of aircraft pictures(3)+Y
ART73 BIRDS Songbirds, Birds of Prey & more! +Y
ART74 DOGS Disks full of good dog pictures! +Y
ART75 HOUSES CASTLES & BUILDINGS Good pics +Y
ART76 SPORTS-MAC Lots of good sports pictures! +Y
ART77 GARDEN Lots of horticultural pictures.(5) +Y
ART78 MILITARY 10 disks of military clipart! (10) +Y
ART79 HOFFMAN GRAPHICS Nice pictures! +Y
ART80 KIDS ANIMALS DISK Cute cartoony animals! +Y
ART81 FARM & HORSES Nice pastoral pictures! +Y
ART82 SHIPS Sailing & Steam ships! +Y
ART83 ANATOMY 2 disks of huge skulls skeletons etc!+Y
ART84 CAMPING On an outdoor theme! +Y
ART85 WILDLIFE 3 disks full of wildlife clips(3)+Y
ART86 MARINE & NAUTICAL To do with sea life!+Y

OCCULT,ASTRONOMY+PREDICTION

PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU174 ASTRO 22 professional astrology now V3.5! +Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU238 M.O.R.C.V2 rune caster,new 1 disk version!+Y
PU354 ASTRONOMY v2 calculate info on solar system! +Y
PU362 STARVIEW Gives view of star for given time etc!+Y
PU363 FORCASTER Horse racing prediction program! +Y
PU364 COURSE FORM Simple horse racing prediction!+Y
PU375 POOLS TOOLS2 3 pools related programs!+Y
PU377 MING SHU Simple astrological program! +Y
PU454/5 THE HUMAN AURA Interesting book! (2) +Y
PU456 THE MYSTERIES OF RUNES all the signs. +Y

COLOURED CLIPART

This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures! ***(OK on 500, 500+, 600, 1200 & 4000!)***

CCL001 MAPS, Afganistan - Botswana, autoboots! + Y
CCL002 MAPS, Brazil - Checkoslovakia, autoboots! +Y
CCL003 MAPS, Denmark - Grenada, hires maps! +Y
CCL004 MAPS, Guadel - Illinois, hires maps! +Y
CCL005 MAPS, India - Luxembourg, hire maps! +Y
CCL006 MAPS, Macau - Mississipi, autoboots! +Y
CCL007 MAPS, Montana - New York, hires maps! +Y
CCL008 MAPS, Neutral Zone - Iraq - S Dakota! +Y
CCL009 MAPS, Senegal - Tuuaw, autoboots! +Y
CCL010 MAPS, Texas - Zimbabwe, autoboots! +Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015/6 AIRCRAFT & CARS assorted, autoboots! +Y
CCL018/26 BIRDS 8 disks, Super, autoboots! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+Y
CCL041/51 FLOWERS 11 disks of flowers! (11 disks)
CCL052+4 FRUIT 2 disks, Good pics! (2)autoboots! +Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056/7 HORSES 1-16 Great horse pics,autoboots!(2) +Y
CCL058/61 INSECTS Small creatures!(4 disks) +Y
CCL062/3 INVENTORS 2 disks full (2) +Y
CCL064/71 MAMMALS More animals pictures(8 disks)+Y
CCL072/3 INSTRUMENTS 4-25 Musical (2 disks) +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9-21 Classical! autoboots! +Y
CCL076/7 PREHISTORIC Dinosaurs!(2) autoboots! +Y
CCL078/81 PEOPLE Lots of people! (4 disks)+Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085/7 REPTILES 1-19 Good pics (3) autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN. Various sportsmen,autoboots! +Y
CCL091/6 TREES, 6 disks of tree pictures! autoboots! +Y
CCL097/100 VEGETABLES 1-48 goodpics4disks,wb+y

COLOUR BRUSH CLIPART

Saved as brushes so they can be pulled easily into Dpaint!

CB001 Lots of brushes on an art & schoolwork theme. +Y
CB002 Lots of brushes of stores food,garden home & more! +Y
CB003 Lots of brushes on a sporting theme (142 brushes) +Y
CB004 Lots of brushes on a food & confectionary theme! +Y
CB005 Lots of brushes, 155 pics on a financial theme. +Y
CB006 Lots of brushes of cute cartoon caracters! +Y

FONTS (Bitmapped & assignable)

PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU169 GELIGNITE FONTS CutNPaste fonts!+
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU201 MALICE FONTS Exellent tiny fonts for Dpaint!+Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU331/43 COLOUR FONTS(ASSIGNABLE)Dpaint etc(13) +Y
PU356 FONTFARM Contains 55 large & Small fonts! +Y
PU390 FONT FARM 2 Lots more good fonts! +Y
PU391 FONT FARM 3 Another disk crammed with fonts+Y
PU451/2 HARLEQUIN FONTS Hires fonts & textures!(2)+Y

CLASSICAL MUSIC

PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM035 DIGITAL DEBUSSY Fab R Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1MY
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORNCONCERTOS need 1mg chip+ Y
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +Y 3
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM165/6 NUTCRACKER SUITE Super rendition!+
PM174 CLASSIC WORKS Grieg & Bach classics! +Y
PM175 SONIX MUSIC Some nice scores here!(loadwb)+Y
PM183 CLASSIX GOLD Bach Toccata& Fugue (1mg chip)
PM184 MOZART FLUTE CONCERTOS 1mg chip! +Y
PM218 HANDELS FIREWORKS MUSIC (1mg chip) +Y

AMOS PD

APD036 AMOS UPATER LATEST VERSION v1.36 + Y
APD182/3 PIXIE KINGDOM Good exploration game (2) +
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD341 TOTALLY AMOS Good read for programmers!+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD431 KARATE WORM II Nice little game! +Y
APD435 DRIVER TEST Test speed of your reactions!+Y
APD442 SLIDESHOW CONSTRUCTION SET V2! +Y
APD451 NODDY.S PLAYTIME Educational demo! +Y
APD452 RAMOS PRO For Amos Professional! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.12 Just in!!!! +Y

PROFESSIONAL FONTS FOR DESKTOP PUBLISHING (At normal PD prices!)

THESE ARE SCALABLE FONTS FOR PAGESTREAM USE ONLY!

PU231 Albatross,Architect,Bodilybold,Crillee,Eire,Genoa,Muriel,Showboat,Sydney & Uppereastside!
PU232 Ambrosiacap,Arctic,Ashley,Carawaybold,Carrickcaps,Eddacaps,Goudymedievil,Harquil,Harrington,Isadoracap,Judas,Thalia,Kasteller,Libbyscript,Loop de loop,Mira,Nordic,Scwartzwald & Silicon.
PU233 Cartwright,Dragonwick,Iglootaser,Leftycrystal,Manzanita,Oswaldback,Parismetro,Tribeca,Upsilon & Zaleskicape.
PU234 Blackchancery,Bubble,Graphiclight,Horsteaps,International,Reliefdeco,Slant, Tempofont.
PU235 Andesite Plain,Black Forest,Newbold,Oswaldblack,Polosemiscript,Rhyolitevertical,Rudelsburg,Sharkstooth,Variacaps & Windsordemi.
PU257 Deusex Hamburg,Kathlita,Ieecaps,Memphisdisplay,Shipfitnat,Swinger,IBMklone & Mortbats.
PU258 Archer,Beatsville,Cooperhighlight,Fremont,Inkwell,Maidstone,Shanghai,Tempus & Woodcuts.
PU259 Alice in Wonderland,Cardiff,Dominoeffect,Dubiel,Elwood,Pignosetype,Rothman & Xochiqueetzal.
PU260 Cracklingfire,Middleton,Orbit,Premiumthin,Searchlight,Steelplate Tintoretto,Gotheshadow, Psychedelic & Smoke.
PU261 Harcover,Brighton bold,Caveman,Draftsman,Frontier,Hotdog,Liquid crystal,Logger,Lowereastside,Medusa + Qubist.

THESE ARE SCALABLE FONTS FOR PROFESSIONAL PAGE ONLY!

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PU266 Genoaital,Goudymedievil,Graphiclight,Harquil,Harrington,Horstcaps,Iglootaser,Judas,Juniper & Castellaopentace.
PU267 Leftycasual,Libbyscript,Reliefdeco,Rhyolitevertical,Rudelsberg,Schwartzwald,Sharktooth,Silicon & Windsordemi.
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PU319 Albatross,Archer,Architect,Beatsville,Cooperhighlight,Cracklingfire,Crillee & Deusex.
PU320 Dominoeffect,Dragonwick,Dubiel,Dubielital,Eire,Fremont,Genoaital & Gothicshadow.
PU321 Kathlita,Leecaps,Memphisdisplay,Middleton,Uppereastside & Woodcut.
PU322 Mortbats,Muriel,Orbit,Pignosetyp,Premiumthin,Psychedelic,Rothman & Searchlight.
PU323 Shanghai,Shpfitnat,Smoke,Steelplate,Swinger,Sydney,Tempofont & Tintoretto.
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GAMES

PG006 ANTEP & SLOT CARS role playing game+ Y
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PG023 BATTLEFORCE strategy war game!
PG024 BLACKJACK A good card game! +
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG031 DARKSTAFF Spec emulated text adventure!+
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Classic adventure now version 5.4! +Y
PG064 NAPOLEONIC WAR SIMULATOR A strategy game!
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG070 PETER'S QUEST Rescue the maiden platform!+
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG124 TOTAL WAR This is a good risk type game! +
PG127 AIRMANIA Super platform game from Addware + Y
PG131 ATLANTIS A nice looking strategy game!+
PG138 BATTLE OF BRITAIN & WAR strategy War games!
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this!
PG149 A NIGHT AT THE TOWN Witty text adventure!+
PG153 WAR very good strategy/arcade game+Y
PG154 NUMPTY & ALIEN INVADERS Manic miner type game
PG159 MR BRICK Great mario type collect coins game!
PG164 GAME TAMER 2.3 joystick tester & 268 cheats!+
PG165 SOLID SQUAD Nice little driving game!
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to Alien Breed+
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG205 SOCCER CARDS Football managing game!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG255 KINGDOM AT WAR Nice strategy war game!+Y
PG258 AGA TETRIS 1200 tetris game & more! Y
PG259 PICTURE PUZZLE Solve picture jigsaws!+Y
PG260/1 18TH HOLE A nice golf game! (2) +Y
PG262 AGA CHESS Needs 4mg of ram to play! AGA ONLY.
PG267 SLAMBALL V1.1 Futuristic Management sim! +Y
PG273 MUGSIE Money making gangster adventure!+Y
PG274 ROULETTE & PUNTO 2 nice games (not 1.3)+Y
PG279/80 OLYMPIAD 2 disk Lemming olympic events(2)+Y
PG281 CAVEFLIGHT Simple dodge the obstacles game+Y
PG283/4 EXORCISM Good 2 disk adventure+graphics+Y
PG286 MYSTERY 2144AD Nice text adventure! +Y
PG289/90 NECESSARY ROUGHNESS American football+Y
PG291 TITANIC CHEATS Hundreds of useful cheats! +Y
PG295 THRUST DUEL Control ship against gravity+Y
PG298 FATAL MISSION 2 Superb blasting shoot up!+Y
PG301/2 MOTOROLA 020 INVADERS For 1200 ONLY!(2).
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PG308 HIGH OCTANE Super overhead driving game+Y
PG309 JELLYQUEST Nice jumping puzzle demo! +Y
PG310 PUZZWORD Sliding block puzzle game. +Y
PG313 ROAD TO HELL Super driving race game!+Y
PG316 METAL MOTION Operation wolf type shoot up+Y
PG319 PROFESSIONAL BINGO Great , with speech+Y
PG320 SLIME Yes its slimy! destroy the slime.+Y
PG321 ESCAPE MT DOOM Dungeon type adventure+Y
PG322 QUACKERS A Cute character platform game!+Y
PG325 MEGABALL 3 AGA The BEST version!!(1200 Only)
PG326 DART'S GAME A nice darts game. +Y
PG327 NOSTROMO CHEATS Tons of cheats on this disk+Y
PG328 GAME TAMER V4.59 Crammed with cheats+Y
PG329/30 STARBASE 13 Graphic space adventure(2) +Y
PG331 GRAND PRIX MANAGER Racing strategy game.+Y

EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+ Not 600!
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PE040 HOW THE EARTH BEGAN The full story! +Y
PE041 SINGALONG NURSERY RHYMES Good fun! +Y
PE042 CHILDRENS FAVOURITES More nursery fun! +Y
PE043 PICTURES & LETTERS For very young,1mg chip+Y
PE046 TOTAL CONCEPTS DINOS 3 PREVIEW Super +Y
PE047 ASI BACK TO SKOOL1 Style Count & Words +Y
PE048 ASI BACK TO SKOOL2 Simon Cal maths train etc+Y
PE049 BACK TO SKOOL3 Treasure search,Reflex etc+Y
PE050 THE LITTLE TRAVELLER Learn about countries+Y
PE052 COMMUNICATE Superb sign language teacher! +Y
PE053 HIWAY CODE QUESTIONS & ANSWERS Useful +Y
PE054 ARTISTIX Superb shareware art package+Y
PE055 JUNIOR MATHS Suitable for young children+Y
PE056/7 READ & LEARN VOL1 Three little pigs story+Y
PE058 WORD FACTORY Learn to spell! +Y
PE059 JAPANESE TUTOR Learn yourself Japanese+Y
PE060 IRREGULAR VERBS A good quiz disk +Y
PE061 CHESS TUTOR A simple chess tutor.+Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.1 THE LATEST Version !!! +Y
PB022 BBASE IIIv1.3 Latest version of super database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y
PB033 A BASE A shareware database program! +Y
PB034 ILLINOIS LABELS Super label program!+Y
PB035 BUDGET V1.34 manage personal finances!+
PB036 CHECKBOOK ACCOUNTANT V2.01 superb! +Y
PB037 AMIBASE PRO II Latest version of database! +Y
PB038 BUDDBASE V1.2 Very nice easy to use database+Y
PB039 BANK V1.0 A nice banking program! +Y
PB040 PAY ADVICE ANALYSER V4 Latest version! +Y
PB041 AMIGAWORD A useful geographical database!+Y
PB042 EASYCALC PLUS+ Improved, only dos 2 or over!+Y
PB043 ACCOUNT MASTER Home finance program. +Y
PB044 EDWORD PRO V4 Superb new version! +Y
PB045 FH SPREAD A nice spreadsheet program! +Y

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD093 SCOOPEX CHROMIUM Superb demo.+Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD154 DECAY GET FROGGED Superb quality! +Y
PD165 DARK DEMON Mega new demo ...get it! +Y
PD170 PIECE OF MIND Good 3D vector effects. +Y
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y
PD200 PHOENIX DEMO inc Flashy rave demo!+Y
PD201 1200 INTROS Yes, some AGA intros at last! Y
PD202 TECHNOLOGICAL DEATH Freaky techno rave +Y
PD205 FAIRLIGHT ILLUSION Good demo 1mg chip! +Y
PD206 MELON HOW TO SKIN A CAT Nice effects! +Y
PD208 HOI AGA DEMO 2 2nd fab demo for 1200 only! Y
PD209 STONE ARTS ATMOSPHERE Nice demo. +Y
PD213 TROJAN TECKNO TRACKS Amazing effects!!+Y
PD214 TALENT PANTA RHEA realtime 3d fractals1200 only
PD215 FAIRLIGHT 242 Unusual & interesting demo! +Y
PD216/7 A TRIP TO DEEP BASS A must have rave demo!+Y
PD218 VIVID ABSTRAX PIG AGA Mega colourful1200 ONLY.
PD219 IMPULSE ART & GO Good music & pictures! +Y
PD220 LEMON RINK A DINK Very classy demo!+Not 1200.
PD221 POINT OF SALE Best AGA yet!! 1200 ONLY
PD222 PYGMY EXTENTION DEMO Fast moving demo.+Y
PD223/4 SPACEBALLS 9 FINGERS This is MEGA!!!(2) +Y

CLASSICAL LITERATURE

Super books on a disk,perfect for English Literature revision!(ok 500+,600, 1200)

LIT1 Midsummer nights dream, Macbeth, Julius Caesar,Anthony & Cleopatra
LIT 2 As you like it, Lovers complaint, Cymbeline, Hamlet
LIT 3 Romeo & Juliet, Passionate pilgrim,Phoenix &Turtle,Sonnets Coriolanus
LIT 4 Twelth night, Venus & Adonis, Troilus & Cressada, Love labours lost.
LIT 5 Two Gentlemen of Verona,A Winters tale,Rape of Lucrece,Pericles
LIT 6 Othello,Much ado about nothing, Measure for measure
LIT 7 Henry the Sixth (Parts 1, 2, & 3)
LIT 8 Henry the Fourth (Parts 1 & 2), Henry the Fifth.
LIT 9 Richard the Second, Richard the Third.
LIT10 Henry the Eighth, King John, King Lear.
LIT11 The Taming of the Shrew,The Tempest,Timon of Athens,Titu Andronicus
LIT12 Alls well,Comedy of errors,Merchant of Venice,Merry wives of Windsor
LIT13/14 WORKS OF MILTON Paradise Lost,Poems, Sonnets etc (2)
LIT15/16 WORKS OF HOMER The Iliad & the Odyssey. (3 disks)
LIT17/18 MARK TWAIN Tom Sawyer & The Prince & the Pauper (2)
LIT19 LEWIS CARROLL Alice in Wonderland & Alice Through looking glass.
LIT20 H.G.WELLS The Time Machine & The War of the Worlds.
LIT21 DANIEL DEFOE Robinson Crusoe.
LIT22 CHARLES DICKENS A Tale of two Cities.

AMIGA MUSIC DISKS!

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM016 BEATLES SONIX Nice music +Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM074 SOUND OF SILENTS Just get this its mega!
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+Y
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM112 TECHOMANIA !! 8 essential hardcore tunes+
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM179 PLAYSID V2.2 More old 64 style music!(not1.3) +Y
PM190/1 DANCE TRASH 2 disk set of rave music!(2) +Y
PM192 HOBBITS & SPACESHIPS music by Dr Awsome+Y
PM196 MUSIC OF ROMEO KNIGHT Suber music mods+Y
PM198/9 MIRAGE SUBLIMINAL XTC Fab rave(1200only)
PM200 DATA-X TRILOGY 3 raved up pieces! +Y
PM201 DATA-X THE VICTIM 6 more music tracks! +Y
PM202 XENO INFINITY Good techno funk track!(not1.3)
PM203 BIO MECHANOID SYMPHONY NO 1 (1200only)
PM204 PE MUSIC MADNESS 50 chip music tunes! +Y
PM205 DESERT TECHNO TRAX 6 techno-ish tunes! +Y
PM211 MBC BASS IN YA FACE Hardcore techno music+Y
PM212 FOR DA UNDERGROUND More hardcore music! +Y
PM216 DUAL CREW CHROMATIC good music pack+Y
PM217 LEGALIZE IT 1 Great Amiga music disk! +Y

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA065/68 REAL 3D (4) Superb of the program+
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA086 FRACTAL ANIMATION full screen low fly anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA141 STIRLING II ENGINE Another fab engine anim!+Y
PA143 XMAS ANIMATION Amusing animation! +Y
PA149 SPAR TREK 6 Clever CD32 advert animation+Y
PA150 RAGING HORMONE Another funny anim.+Y
PA151 XWING ANIM Nice star wars animation.+Y
PA152 NATIONAL WEATHER Amusing little anim!+Y
PA154 DAFFY LOSES HIS HEAD Amusing animation! +Y

POWER ANIMATIONS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES anim of Amy squirrel 1.5M+Y
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/4 LANDING (4)Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP036/7 WALKER DEMO (2) A 2mg version of a classic!
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) witty ES demo 3M
PP046 SWEET REVENGE Coyote vsRoadrunne! 1.5mg+Y
PP050 UNSPORTING Wicked Schwartz cartoon+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd anim 2mg/Y
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual anim. 2mg.
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE amusing anim! 2mg Y
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y
PP099/100 AT THE FLIX Charlie cat again! (2) 2mg
PP101/4 QUALITY TIME Superb Shwartz 5mg anim (4)!
PP108/10 CHARLY CAT IN SICKNESS & HEALTH!(3)3mg!
PP111/2 BUGSBUNNY&SPACEMEN Action 2)2mgY
PP117/8 PRANK ON FURBALL Cat has a pizza! 2mg (2)
PP119 BAITMASKING Another fun Shwartz anim 2mg(2)Y
PP120/3 LAST STAND ON HOTH Fab space anim!(4)3mg
PP127/30 CHARLY CAT DANDRUFF DUO Amusing (4)3mg
PP131/2 ON THE GREEN Funny golf animation.3mg
PP133/5 CHARLY CAT AT XMAS Good, needs 3 mg!
PP136 ATTACK ANIM Great Gulf type animation!1.5mg Y
PP137/40 HEADING FOR HOME Raytraced space (4)3mg
PP141/4 MEAN MACHINE Console battle! MEGA (4)3.5mg

MUSIC UTILITIES

PT002 ART OF MED Excellent music !+ Y
PT006 DELUXE MUSIC DATADISK For DMCS. +Y
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT040 OCTAMED V2 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y
PT058/62 BREAK BEATS 5 disks of drum samples+Y
PT063/67 VOCALS 5 disks of super vocal samples!+Y
PT068/70 DRUMKITS 3 disks of high quality drums!+Y
PT071/73 KORG SAMPLES 3 disks of keyboard sounds+Y
PT074/76 PURE SAMPLES Lots of assorted samples!+Y
PT077 SAMPLE FACTORY Disk full of sound effects!+Y
PT078 CHIPMAN SAMPLES over 70 samples here!+Y
PT080 XI RAVE SAMPLES Bass & Drums! +Y
PT081 SAMPLEMAKER V3.1 Make samples. +Y
PT082 CLASSICAL MODULES On a classical theme! +Y
PT083 MUSIC ENGINE V1.34 Multiformat music player+Y
PT085 NO SAMPLER UTILITIES Music utilities! +Y
PT086 CHIPMAN SAMPLES II More samples! +Y
PT087 CHURCH MUSIC Religious sonix music! +Y
PT088 X-BEAT V1.1 Exellent drum machine program!+Y
PT089 AUDIO MAGIC5 Some new tracker programs.+Y

AMIGA CD ROM COMPACT DISCS!

Superb CD roms for your CDTV, CD32 or A570 add on!

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NEW WEIRD SCIENCE MULTIMEDIA TOOLKIT CD ROM!

This is a superb CD Rom, filled to the brim with over 10,000 files, 500 24bit jpeg images & 500 Ham8 & Ham interlace versions,Hundreds of megabytes of clipart. (iff black & white,colour and scaleable),Hunreds of iff fonts, Compugraphic fonts & coloured fonts, icons, music modules, music samples and lots more! Includes utilities to view & listen to the files, a front end menu program & slideshows! Superb for multimedia presentations! Works on CDTV, CD32, Amiga CD Rom & is also PC compatible onsuitable PC CD Rom!
Superb value only 19.95. +50p p&p.

2 JPEG IMAGES FROM CD ROM!!!

NEW TITLES!!!

PG332 OPERATION FIRESTORM Stunning preview+Y
PG333 ICERUNNER loderunner type platform!+ (Not 1200)
PG334 GORF exellent version of classic arcade game +Y
PG335 ORC ATTACK Defend the castle from invaders.+Y
PG336 INTERFACE ROBOT Shoot the little red robots! +
PG337 SMIDGE Super Platform game,PD preview!+Y
PG338 TOOBZ Get the balls to an exit? +Y
PG339 CONFUSION Pipemania type sliding block puzzle+Y
PG340 EARTH INVADER Nice space invaders clone! +Y
PG341 MUCUS Platform puzzle & a slideshow! +Y
PG342 DEPTHCHARGE Depth charge the enemy subs! +Y
PG343 DITHELL IN SPACE Demo of platform shoot up+Y
PG344 EXELLENT CARDS 4 games of patience & more.+Y
PG345 SICKBALL II Freaky ping pong game. +Y
PG346 KISS THE CANVAS Control 2 huge boxer figures+Y
PG347 STARBIKE 2 playerlight cycles in a maze! +Y
PG348 PARADROID Superb version for your Amiga!+Y
PE065 SMARTY PAINTS PREVIEW preview of colourpad+Y
PE066 THE STATES OF EUROPE Super book on a disk+Y
PE067/8 DISCOVERY OF THE ATOM science book(2) +Y
PE069/70 TOME OF MYTHS Study mythology! (2) +Y
PE071 FRENCH VERB TESTER Test your French! +Y
PE072 CALCULUS MATHS Mental arithmetic tester! +Y
PE073/4 KIDS DISK 3 A comic book publisher,design your own comics, comes with player,super(2) +Y
PE075/6 TUTANKHAMUN Educational slideshow(2) +Y
PM219 TYMPANIC MEMBRANE by Panacea,great disk!+Y
PT090 SOUND EFFECTS 1 Animal noises Cow dog etc!+Y
PT091 SOUND EFFECTS 2 MILITARY & WAR guns etc! +Y
PT092 SOUND EFFECTS 3 VEHICLES Cars starting etc+Y
PT093 OCTAMED TUTOR Very useful for learners! +Y
PT094 SONIX ROCK Rock music written in Sonix +Y
PT095 AUDIO MAGIC 6 FM synth,Quaddra & more! +Y
PB046 PERSONAL DIARY Keep track of your life.+Y
PB047 ON FORM V1.1 Exellent invoice/order printer+Y
PU459 JPEG DATATYPES For Workbench 3 (1200 only)
PU460 ASI VIRUS KILLERS Virus Z & much much more+Y
PU461 ASI MULTIVISION AGA Superb, for 1200 only!
PU462 PROCAD ELECTROIC V1 Super PCB designer! +Y
PU463 BLUE ROSE FONTS 1 Superb cut & paste fonts. +Y
PU464 BLUE ROSE FONTS 2 great cut & paste fonts! +Y
PU465 BLUE ROSE FONTS 3 with a Christmas theme! +Y
PU466 VIDEO WORKSHOP Exellent video borders+fonts+Y
PU467/8 WEDDINGS DTV brushes,pictures &anims(2)+Y
PU469/70 SCALA BACKGROUNDS Hires backgrounds(2)+Y
PU471 CDTV-CD32 ADAPTOR How too make your own.+Y
PU472 SOLDERING DISK Learn how to solder! +Y
PD225 XANADU DEMO Superb colourful AGA only demo! Y
PD226 GROOVY by Lemon,super graphics demo! +Y
PD227 IMPACT NO LEM Super kaliedoscope effects.+Y
PD228 SILENTS SOZZLED SOMERSAULT Fab effects! +Y
PD229 SANITY BOGGLEDOP Very nice cartoony intro.+Y
PD230 TBL NUGGET Some great plasma patterns.+
PD231/2 COMPLEX ORIGIN A superb AGA demo!1200 only
PD233 PERSPEX HYPNOSIS dancing silhouettes AGA only!
PD234 HELIOTROPIS DEMO fantastic anim starts demo!+Y
PD235 AGATHA Nice effects & colours. 1200 only.
PD236 PEARL SATISFACTION GUARANTEED Nice +Y
PD237 NEBULA DR WHO DEMO Revolving Tardis etc +Y
PD238 RAGE NEURAL ASSAULT Stunning demo,get it!! +Y
PD239 REDNEX EMPTYHEADS Cool effects 1200 only
PD240 VOLCANO New AGA megademo. 1200 only
PD241 IT SMELLS LIKE CHANEL no5 Great! 1200 only!
PD242 EMPTYHEAD AGA Very good megademo 1200 only!
PS143/4 THE MINI AGA SLIDESHOW Super(2)1200 only!!
PS145 VISUAL VERBOSITY by Panacea, Super 1200 only.
PS146 RAY TRACED DREAMS for non AGA machines!+
PS147 UNPLEASANT WAYS TO DIE Strange?? +Y
PS148/54 AWSOME JPEGS 7 Fab jpeg disks ! (7) Y

PU473/4 STRANGE!
Are you interested in Perpetual motion,Corn circles UFOs,Abductions & other great mysteries? 2 disks full of the strangest stuff you will ever read! What is going on??? (2) +Y

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azine for hardcore Amiga enthusiasts

The May issue of Britain's best-selling magazine for hardcore Amiga enthusiasts is on sale from Tuesday 5th April.

Britain's best-selling magazine for hardcore Amiga enthusiasts – gives you this: how to connect a CD-ROM drive to your machine.

And this: a full listing of every single multimedia CD available for your Amiga.

And this: how to make shockingly good presentations on your Amiga.

And this: where the Amiga is going.

And this: the definitive, comprehensive review of Wordworth 3.

And this: how to improve your scanning.

And this: how to speed up your startup-sequence and switch ROMs.

And this: how to create on-screen flying logos.

And this: more Amiga questions answered than all the other Amiga magazines put together.

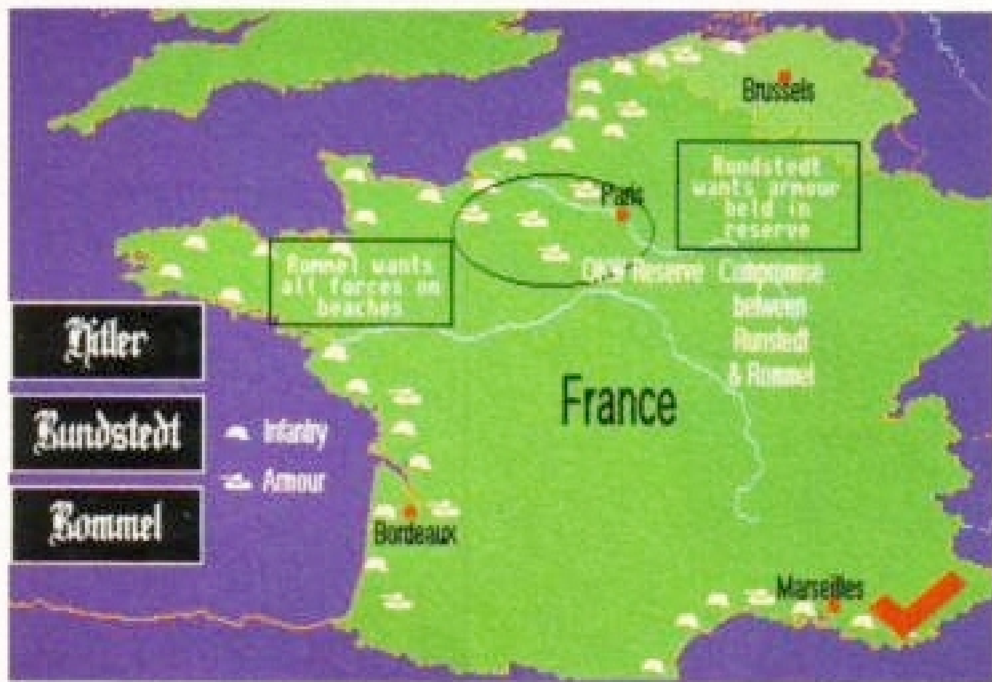
And this... – Oh just give it a go for God's sake. What have you got to lose?

Try it. You'll like it

Hip hip hooray! The Public Domain is here to stay! Or at least that's what Richard Baguley thinks as he digs through the latest pile of games and disks to descend on to his workstation from on high...



PD Update



So just how did the Germans choose to defend the beaches of France? Find out with *The Longest Day*...

THE LONGEST DAY

EDUC

MR A COOKE

History may be bunk, but it's important that we don't forget important events such as D-Day and the day I was born.

Anyway, this hyperbook educational program is designed to provide the basic facts about the background to the Allied attack on northern France on the June 6, 1944. This auspicious date was to be the beginning of the end for the Axis Power's plans for world domination.

Although there are a variety of scanned images, most of the information is presented in the form of maps. There isn't a huge amount of detail in this presentation (which fits on to one disk), but on balance, it is well done, and could be a useful educational tool.

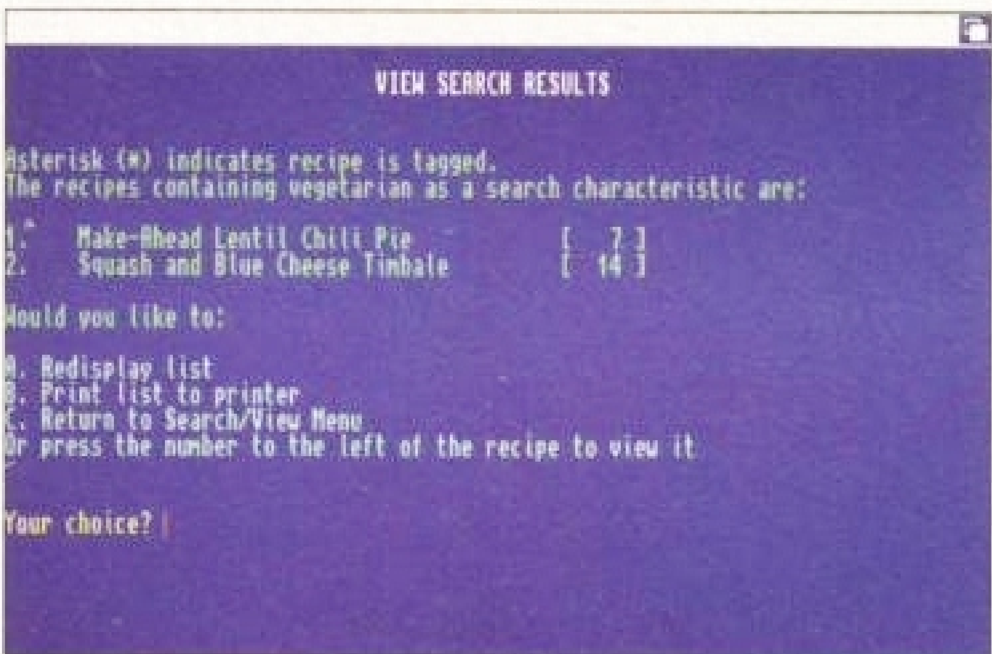
BON APPETIT

UTIL

SCRIBBLE PD U233

Food is always an interesting subject, and new ideas for recipes are always welcome. You could go out and buy a new cookery book, or you could use *Bon Appetit* to give you inspiration. It's a simple database program specifically designed for holding recipes and the disk comes complete with a database of 21 serving suggestions.

The real strength of the program lies in the way you can access the recipes you have entered.



Meating the need – *Bon Appetit* can search your database for recipes that don't involve dead animals.

Each entry can have a number of keywords associated with it, so you could code-name a recipe *Vegetarian* or *Cabbage*, for example. You could then search through the database looking for that keyword. For instance, if you had a lot of aubergines, you could search for every recipe which uses them.

Bon Appetit is entirely text based and it's not the most friendly program I've ever seen, but it could be useful if you are looking for inspiration for a dinner party.

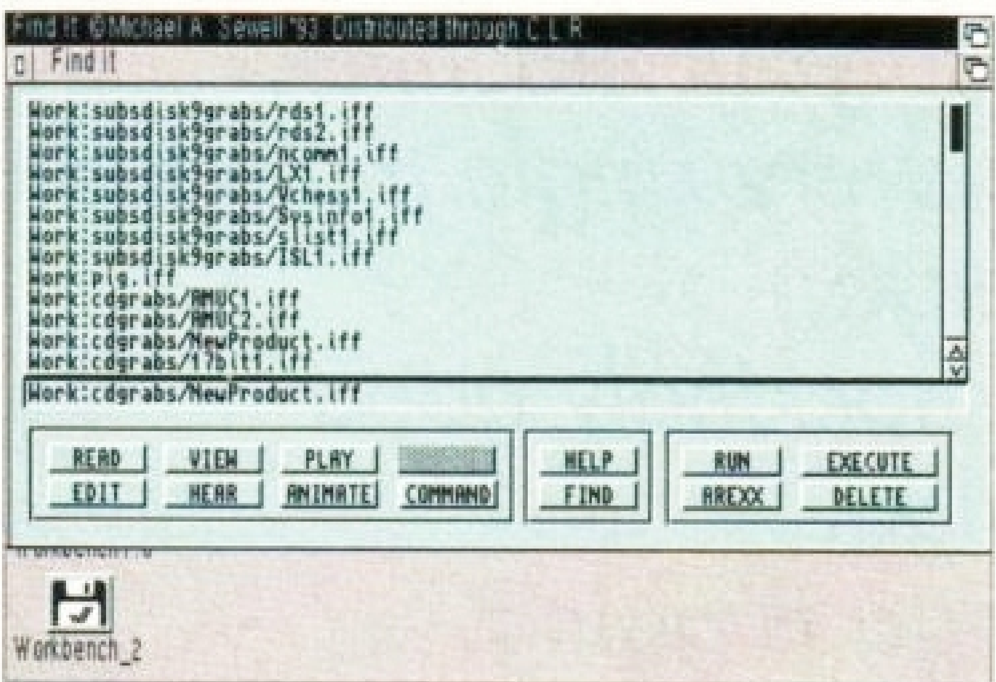
FIND IT

UTIL

CLR CLU 037

Take my word for it – having a hard disk is a double-edged sword, as it's very easy to lose a file in the several hundred directories that a typical disk contains. Unfortunately, the designers of AmigaDOS decided not to put in a Find utility, such as Mac users have been using for years. Anyway, a certain Michael Sewell needed a utility to find files, so he wrote his own.

Find It is a pretty simple affair which enables you to search an entire disk for any file which fits



Ever lost a file on your hard disk? Worry no more *Find It* could help you rediscover all those long lost images...

within a certain pattern. You can search for a file with an exact name or you can use wildcards – to search for a file which ends with .IFF, for example. Once the search is complete, you are presented with a list of files which fulfil the criteria, and you can read, view, hear or edit them simply by selecting one and pressing the appropriate button. These buttons can be defined to use your own choice of viewing or editing program.

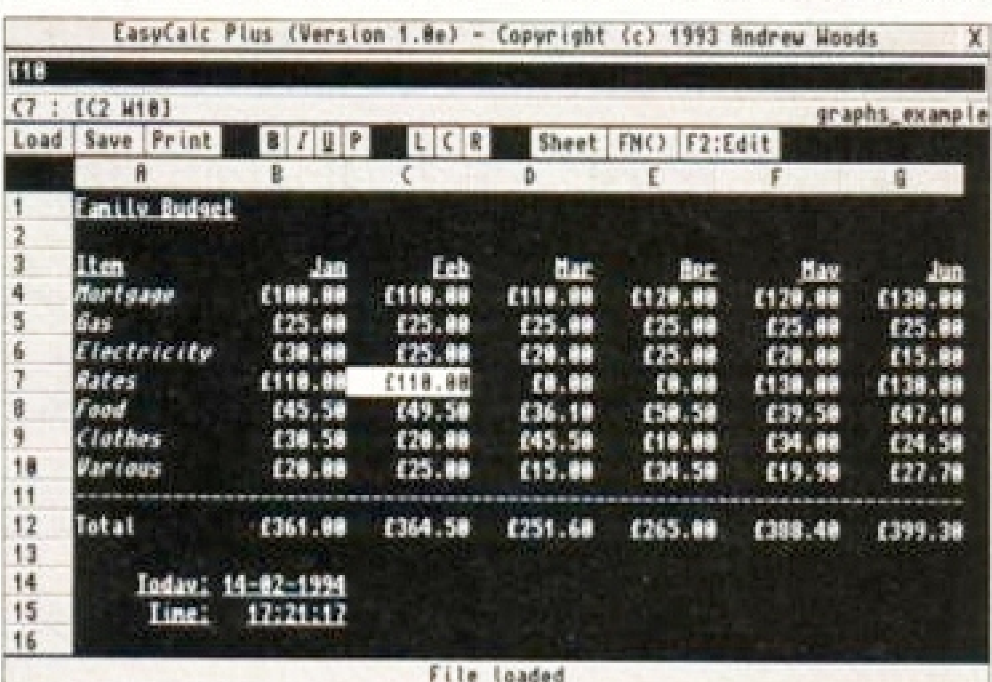
EASYCALC PLUS

UTIL

CYNOSTIC

Spreadsheets have never been noted as the most exciting aspect of computing, but there is no denying their usefulness. The facility to change one aspect of a complex set of figures (such as your spending habits) and to recalculate the entire set of figures from this (so you can reassess the size of your overdraft) is undeniably useful.

Easycalc has been around on the PD scene for some time, and is widely held to be one of the best spreadsheets you can get. Many people regard it as



	A	B	C	D	E	F	G
1	Family Budget						
2							
3	Item	Jan	Feb	Mar	Apr	May	Jun
4	Mortgage	£100.00	£110.00	£110.00	£120.00	£120.00	£130.00
5	Gas	£25.00	£25.00	£25.00	£25.00	£25.00	£25.00
6	Electricity	£30.00	£25.00	£20.00	£25.00	£20.00	£15.00
7	Rates	£110.00	£110.00	£0.00	£0.00	£130.00	£130.00
8	Food	£45.50	£49.50	£36.10	£50.50	£39.50	£47.10
9	Clothes	£30.50	£20.00	£45.50	£10.00	£34.00	£24.50
10	Various	£20.00	£25.00	£15.00	£34.50	£19.90	£27.70
11							
12	Total	£361.00	£364.50	£251.60	£265.00	£388.40	£399.30
13							
14	Today:	14-02-1994					
15	Time:	17:21:17					
16							

Spreading your sheets has never been quite so much fun nor quite so easy as with *Easycalc Plus*.

MINIMORPH

GFX

17 BIT 2914

For those of you who have been exploring the wilds of the Gobi Desert for the last few years, or whose copy of *Amiga Format* has been eaten by the chihuahua every month since you started subscribing, morphing is a process of transforming (meta*morph*osing) one image into another. Some people consider it to be somewhat old hat, but I think it's rather fun.

Minimorph is based on the PD morphing program *VMorph* but is about 50 times faster because *Minimorph* author Philippe Banwarth used *Assembly* language to write it. I couldn't make a comparative speed test, but a simple 10-frame morph was produced in a matter of seconds on an A3000, which was significantly faster than *VMorph*. This would obviously be slower on an unaccelerated machine, but still very fast.

You are limited to black and white lo-res images, and restricted by the contents of the



If you want to perform plastic surgery on Josie Lawrence, *Minimorph* is just the thing...

palette. Several images came out with corrupted palettes – white replacing some of the greys. But apart from these minor bugs, *Minimorph* is an

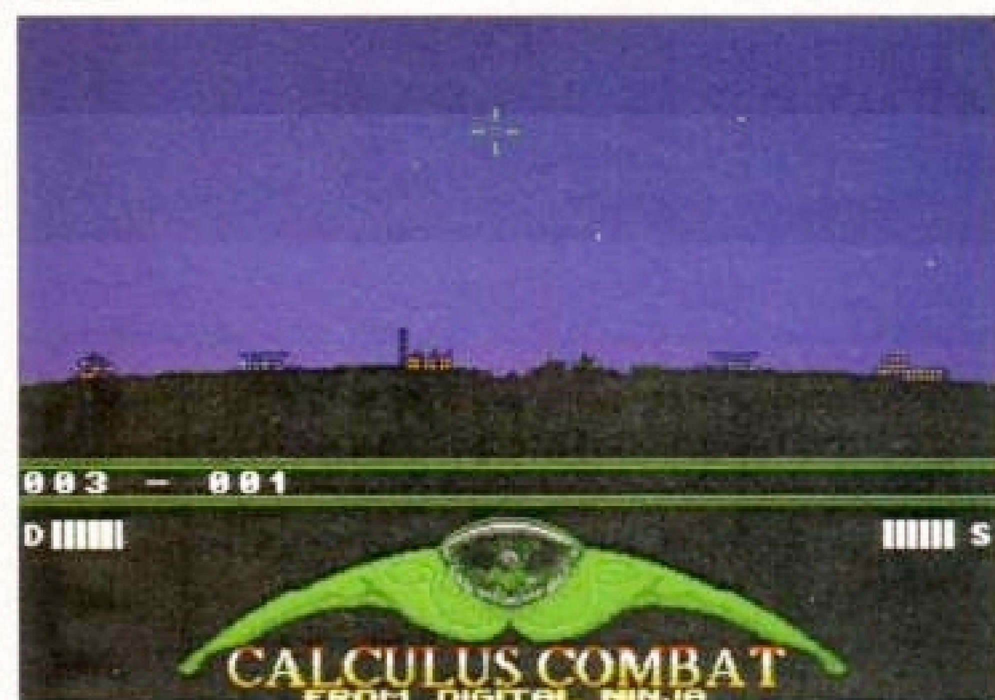
being as good as many commercial spreadsheets, although it lacks some functions, such as creating graphs or graphics from your figures. However, an extra program to do this will only cost you £10.

This is certainly an extremely powerful program with a very well designed user interface. It's not yet up there with the commercial spreadsheets but, believe you me, it's not far off.

CALCULUS COMBAT

EDUC

NBS



Taking a calculated risk in *Calculus Combat*. Solve the sum to save the city from a serious situation.

I have some very bad memories of Calculus and a mark in my A/O Level Additional Maths which still haunts me. Fortunately, this educational game has nothing to do with all that hideous differential stuff, but is a simple number-crunching game based on missile command.

A number of nuclear missiles are falling on to your cities and you launch fighters to intercept them by getting the correct answer to sums. Setting the game to a faster speed not only makes the sums harder, but also makes the missiles fall faster. It's fairly basic, but good fun and covers a wide range of abilities.

RENDERCALC

UTIL

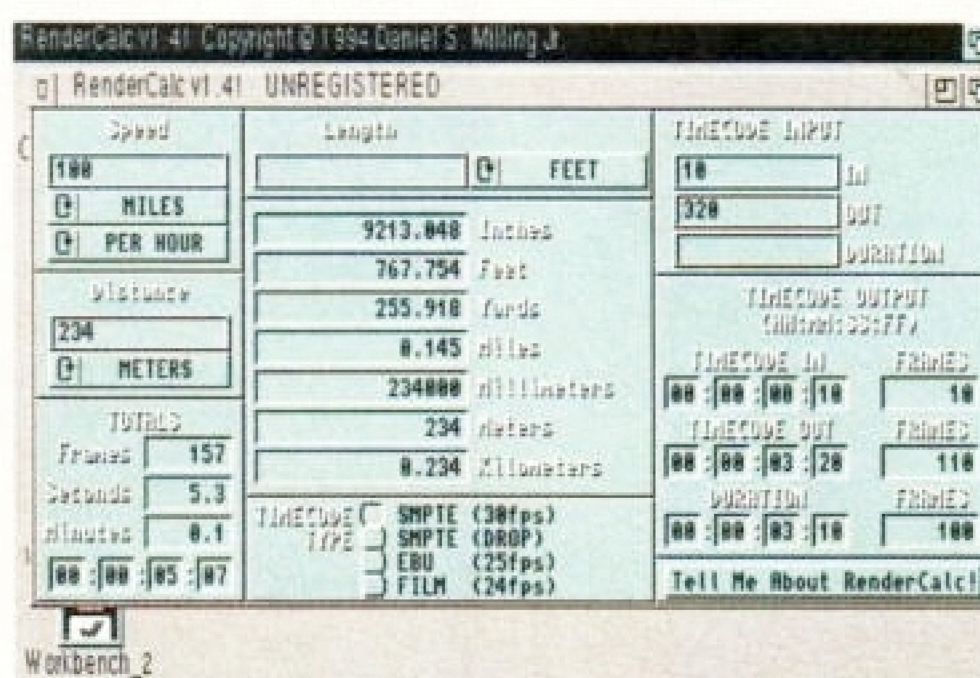
AMINET

Everybody knows how useful a calculator can be, but this is the first I've seen which is designed for animators and film makers.

Rendercalc includes such useful functions as the ability to calculate how many frames an object will occupy if it is travelling at a certain speed over a fixed field of view. Just what I needed for fiendish time and motion equations at school.

You can also convert from one measurement to another, for example from inches to metres to kilometres. Lastly, figures can easily be converted between the various formats used in the film industry, such as SMPTE frames and EBU hence its usefulness for friends of the celluloid medium.

Rendercalc can be downloaded from any of the Aminet sites on the Internet.



Rendercalc: if an object is travelling at 100mph towards the camera and it is 234m away now... Run!



...But I'd consider revising your plans somewhat before you approach Ms Lawrence.

excellent and extremely fast program. Various useful utilities for building animations are also included on the disk.

THE PYRAMID GAME

GAME

FORTISS PD 671A&B

There have been numerous theories about the origins of the pyramids, but personally I find the one that says there is a link with PD and the shoot-em-ups somewhat difficult to accept.

Anyway, in *The Pyramid Game*, Bernard The Spaceman has been captured by an evil mummy, and it's your task (if you choose to take up the challenge) to guide him through the maze of the pyramid to the exit. As you'd expect, a variety of obstructive meanies are intent on blocking your path. The only way to progress to the next level is to avoid them and drop three diamonds on to the door.

Overall, The Pyramid Game is an enjoyable outing, although it's not without its faults. For example, the joystick control method takes a bit of getting used to. I'm also not too sure that the collision detection is everything it should be, but this may just be a symptom of my frustration at the level of difficulty, because it's bleedin' hard.



I bet Howard Carter never had problems being harassed by hordes of unpleasant meanies.

SICKBALL

GAME

NBS

"Oh no!" I hear you cry, "not another version of , the first ever video game, *Pong*!" Well yes, but this one has (excuse the pun) a new angle and the author describes it as: "*Pong* with bigger balls and a lot of colour." Instead of just a plain background, you can choose a somewhat psychedelic effect which moves back and forth in the most disorientating way. As if that were not enough, the ball has inertia and motion sickness. Yurgh.



Peee-uke! A grab cannot capture the truly vomit-inducing back and forth motion of *Sickball*'s playing area.

Points are scored by hitting the pins which appear randomly in the playing field. The winner is the first player to get to nine points, but your score is cleared if you lose the ball over the edge of the screen. You can play *Sickball* in either one or two-player mode.

It's not a bad game, but it is pretty difficult, and the random appearance and disappearance of the pins makes it more a question of luck than judgement. If there were a series of patterns for the pins (like on a pinball table, for example), *Sickball* might be a bit more playable.

TOP 10 GAMES & UTILITIES

Every month, we peruse the best-seller lists of a prominent PD company. This month, it's the turn of:

MAGNETIC FIELDS 0772 881190

1 – Road 2 Hell	GA123	6 – Operation Firestorm	GA155
2 – Giger Tetris	A1201	7 – Magic Workbench	UT141
3 – Channel Z – Issue Two	A1229	8 – Superdark V1.4	UT140
4 – Organised	BU004	9 – Quizmaster	GA002
5 – Relokick V1.4	A1252	10 – Dragon's Cave	GA186

WHERE TO GET THE DISKS IN THIS ISSUE

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MR A COOKE: 195 Woodmansterne Road, Streatham, London. SW16 5UB

17 BIT SOFTWARE: 1st Floor Offices, 2/8 Market St Wakefield, West Yorkshire WF1 1DH. 0924 366982

NBS: 1 Chain lane, Newport, IoW, PO30 5QA. 0983 529594

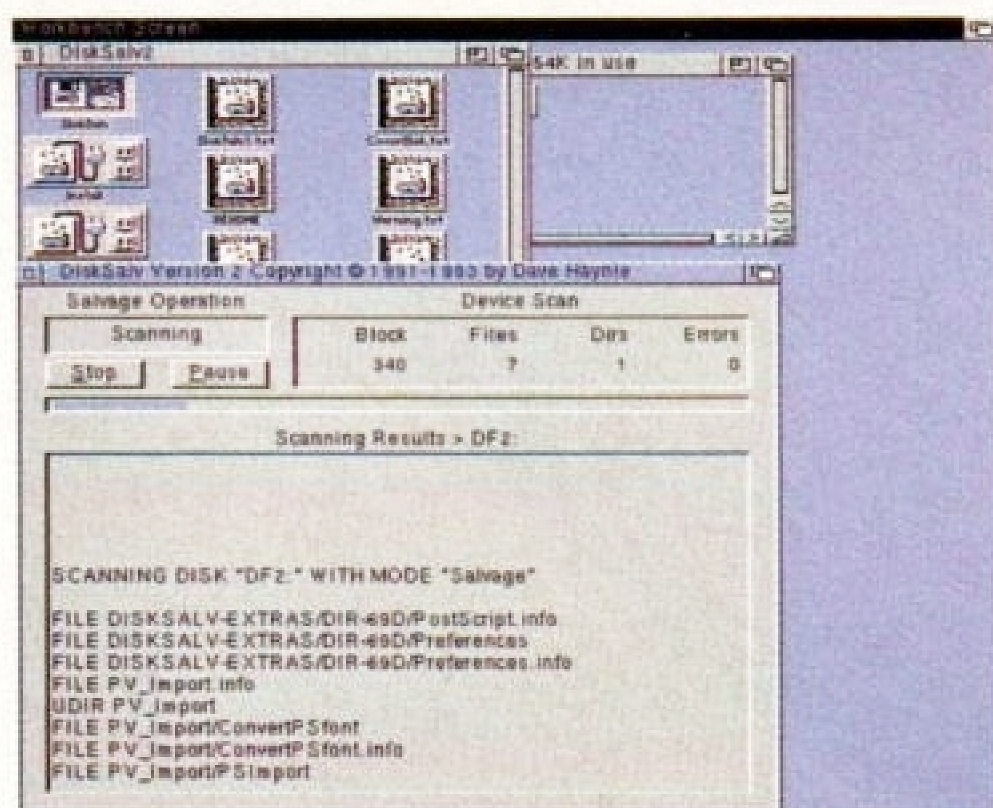
SCRIBBLE PD: 2 Hillside Cottage, Burstall, Suffolk, IP8 3DY. 0473 652588

CYNOSTIC PD: Office 1, New Enterprise Centre Little Heath Industrial Estate, Old Church Road, Coventry, CV6 7NB. 0203 681687



PD Special

Many of the best PD programs are Shareware, but what does this mean, and how does it work for the authors? Richard Baguley investigates.



A fixer for dodgy disks, the *DiskSalv* Shareware program was written by Dave Haynie, one of the original designers of the Amiga. It only costs you $10 to register.

ONE OF THE best things about owning an Amiga is the large amount of Public Domain and Shareware programs that are available for your machine. No matter how obscure or seemingly mundane the task you want to perform, it is a fairly safe bet that there will be a program somewhere in the voluminous archives of the many Public Domain libraries and Bulletin Boards which will fulfil your requirements.

Many PD programs are completely free. The author has waived their copyright and the programs can be freely copied and distributed, but should not be sold for profit. When you buy these programs from a PD library, you are paying for the disk and covering administrative costs, but you are not paying for the program. Other PD software falls into the category of Shareware, which means that you are asked to make a contribution to the author of the program by registering as a user.

After all, it's only fair and reasonable that the author should get some kind of reward for all the time and effort they have put into creating the program, and the asking price isn't usually much more than a tenner or so.

So, how many people register Shareware? Steffen Gutmann, author of the Shareware database program *AmigaBase*, says that so far 103 people have registered as users of the program, and Andrew Woods, author of the Shareware spreadsheet *Easycalc Plus* (registration fee £15), has received around 200 registrations. Meanwhile Nico Francois, author of the excellent E-Mail program *Spot*, has had over 600 registrations.

"I'm very pleased with this response," says Andrew Woods, "so much so that I'm starting work on *EasyCalc 2*. The UK has a reputation for being dishonest when it comes to registering Shareware, but I think this is unfounded."

So where have these registrations come from? Most of Steffen Gutmann's registrations have come from his native Germany, while around 95 per cent of the *Easycalc* registrations have come from within the UK where Andrew Woods lives and works.

"I think that the hassles of obtaining foreign currency put off many people who would otherwise register," says Andrew. About 50 people in the UK have registered *Spot*, and Nico is very pleased with this response.

Many Shareware authors distribute a disabled version of their program, with the full version only being sent out to users after they have registered. However, both Steffen and Andrew distributed full versions of *AmigaBase* and *EasyCalc 2* with no disabled features.

"You can't use all of the features of *AmigaBase* if you don't have the user manual," says Steffen, although he is currently considering making future versions of the *AmigaBase* program disabled in some way.

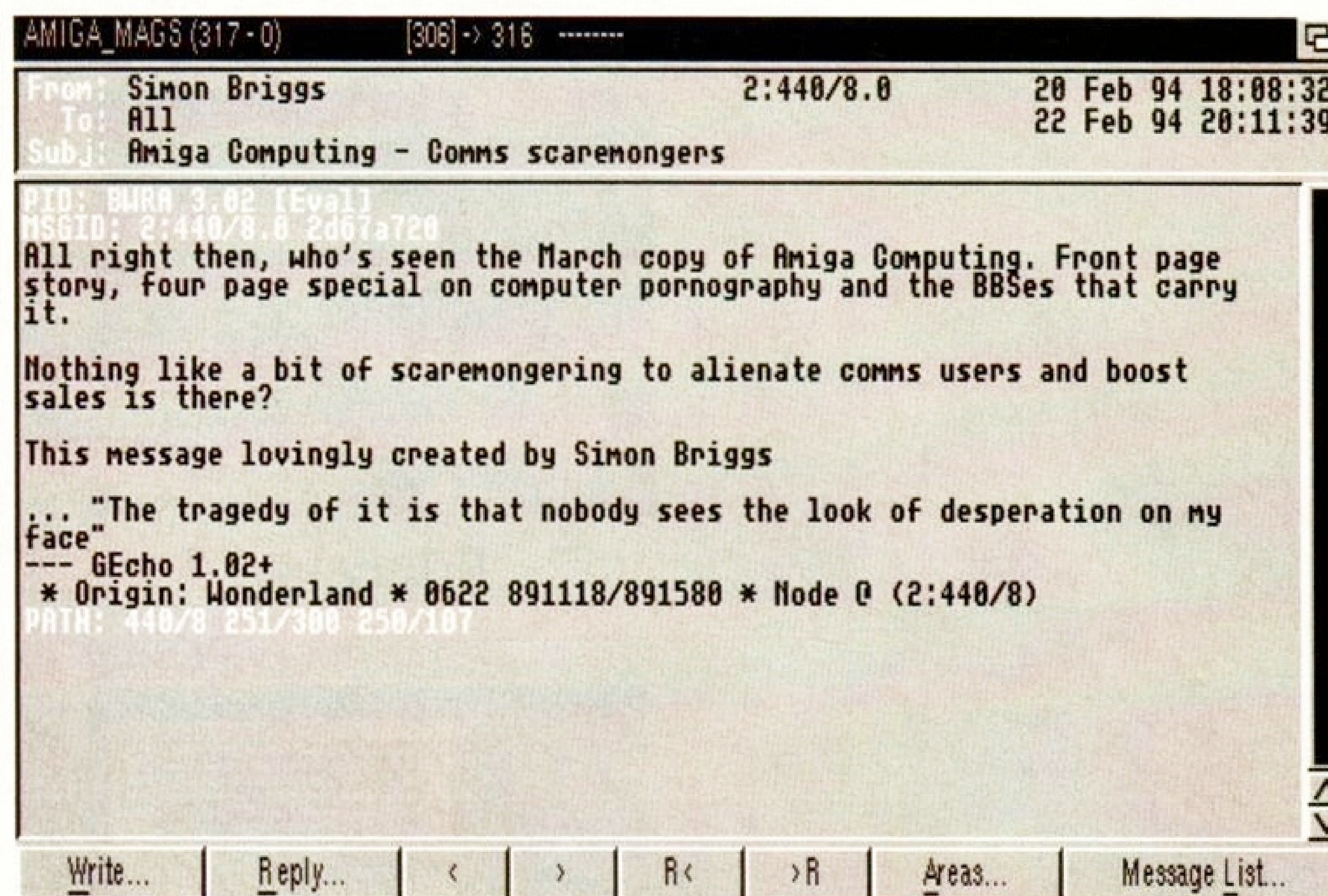
Nico Francois decided to release a working, but slightly disabled version of his *Spot* program. "If I hadn't crippled *Spot* I'm sure I would have had far fewer registrations," he said.

Andrew Woods disagrees: "I don't believe in Crippleware as a means of distributing software," he said. "I know that I would never register anything if it had been crippled and obviously my customers feel the same way. I think an annoying requester popping up every few minutes is a much better solution."

What's the future for Amiga Shareware? "There is an awful lot of crap out there," says the ever-diplomatic Andrew.

"Most Amiga Shareware is very cheap but also very poor. However in recent months the standard of Amiga Shareware has improved dramatically.

"I think that the introduction of Workbench 2 and 3 has been responsible for this. Writing good-looking user interfaces has suddenly become a lot easier. I think that if you have a piece of quality software and sell it at a realistic price then people will register."



If you are discovering the many delights Electronic Mail, you'd be well advised to check out *Spot*, the excellent Shareware E-Mail program from Nico Francois, which will cost you 1000 Belgian Francs.

PUBLIC DOMAIN TERMS AND PHRASES

PUBLIC DOMAIN SOFTWARE is sometimes also known as Freeware and can be copied and distributed by anybody, but many PD authors impose the condition that only a minimal sum, to cover administration, changes hands. It can work in two ways: either the author of the disk gives up the copyright, or alternatively he or she retains the copyright, but allows anybody to copy the disk without having to seek permission.

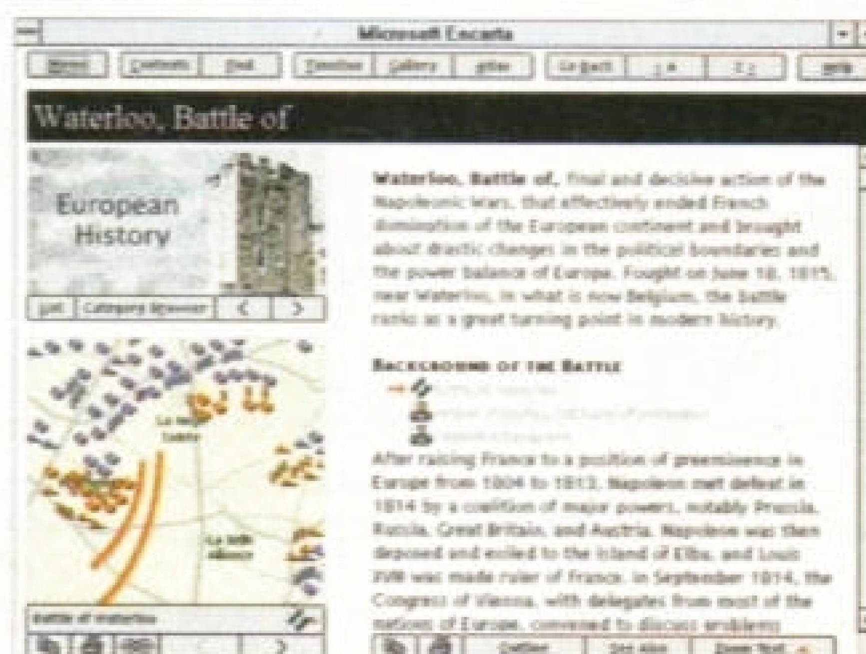
SHAREWARE programs are similar to Public Domain in that they can be freely copied and distributed. However, if you make use of the program, you are asked to send some money to the author. In return, he or she will send you a version of the program with any limitations removed, a manual or a newer version of the program.

LICENCEWARE is somewhere between PD and commercial software in that you are not allowed to copy the program, but it will only cost you around a fiver. This is designed to ensure that some of the money from the program goes direct to the author.

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So, you've spent weeks, months or maybe even years slaving away over a music or graphics demo or perhaps a slideshow. Now what do you do with your masterpiece? Send it to Stephen Bradley, that's what. It really makes his day.

PD Demo Zone


If only Vic Reeves were here. He wouldn't be lost for words upon sighting this unheavenly *Pha Q vision*.

PHA Q — DEMO
PD-SOFT 3529

Another day, another demo. This one from the Scoopex team is called *Pha Q* (is that rude?) *Lameness Took Me.* How very, very odd. Strange business this because, at one point, the ravy backing track comes to a halt and this chap appears with one very long buttock, resting on a forked stick (that bloke's a nutter). And his cap has got this really huge peak. Disturbing.

In another bit the screen fills with insects which are then squashed by a finger. Freud would have had a field day. Apart from that, it's the usual fare of swirling dots and vectors but it's the man with the long buttock who gives this a fresh feel.

FLYING COWS — DEMO
PD-SOFT 3528

If the cow jumped over the moon, would it be as sick as a parrot? No matter, cows are in the air in this beefy demo, but spinning rather than flying is the order of the day for our bovine chums. A polished Polish demo, *Flying Cows* includes a whole box of effects though none fertilise the imagination to any great extent. Why the cows are airborne in the first place is somewhat of a mystery but let's press on regardless.

Backed by a thumping, demonic, track, various visuals flash forth in a similar manner to many other demos of the genre, but only this one has the odd cow revolving at the top of the screen. Swirling dots, bright fractals and a tasty Glenz TV box set the moo…d. Oh dear. Not bad, not great.


This demo isn't called *Flying Cows* for nothing. There's ample evidence of their penchant for airborne activities.

SUBLIMINAL XTC — DEMO
TELESCAN


Just to make the point that it isn't from Finland, *Subliminal XTC* opens with a map of the UK.

'Free your mind,' exhorts this little rave number from Mirage UK. How you do so is open to question. The track is a really thumping 'whistles and dungarees' affair and combines flickering text (words such as psycho and scarper) with a variety of colourful images. It's a looping affair so you can put it on in your bedroom at night and wake up to it the next day if you're really keen.

Subliminal XTC is a tad repetitive, although the map of Britain looks dandy and the sirens sound like the ones they used to test in Tadcaster on a regular basis. Brilliant. Well that bit is anyway.

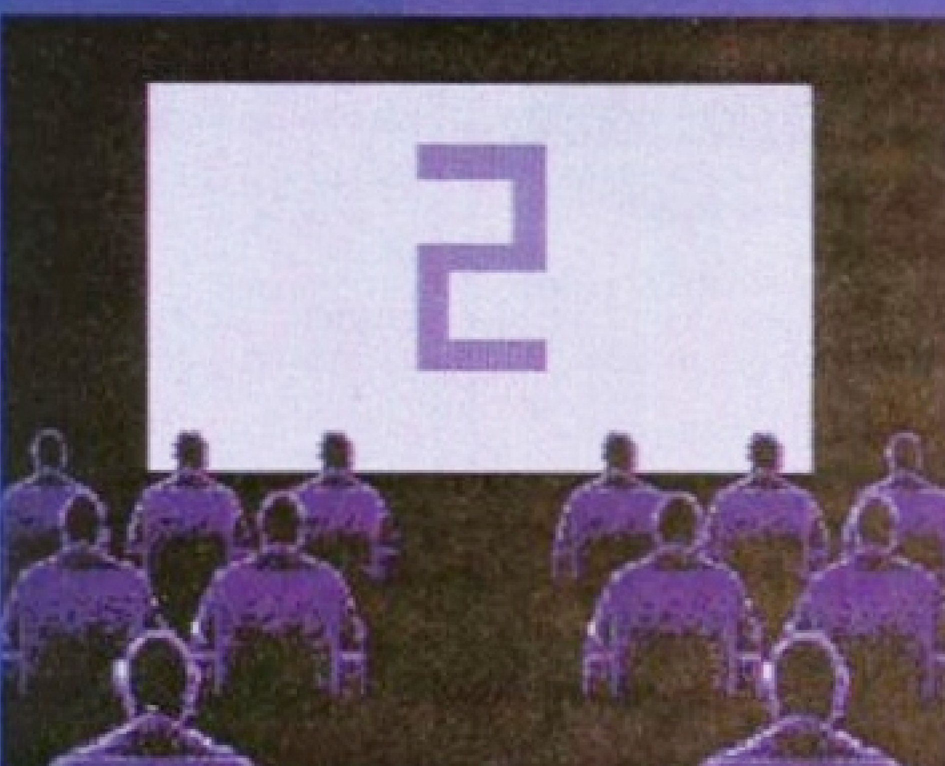
THE TREASURES OF TUTANKHAMUN — SLIDE
17 BIT 2916

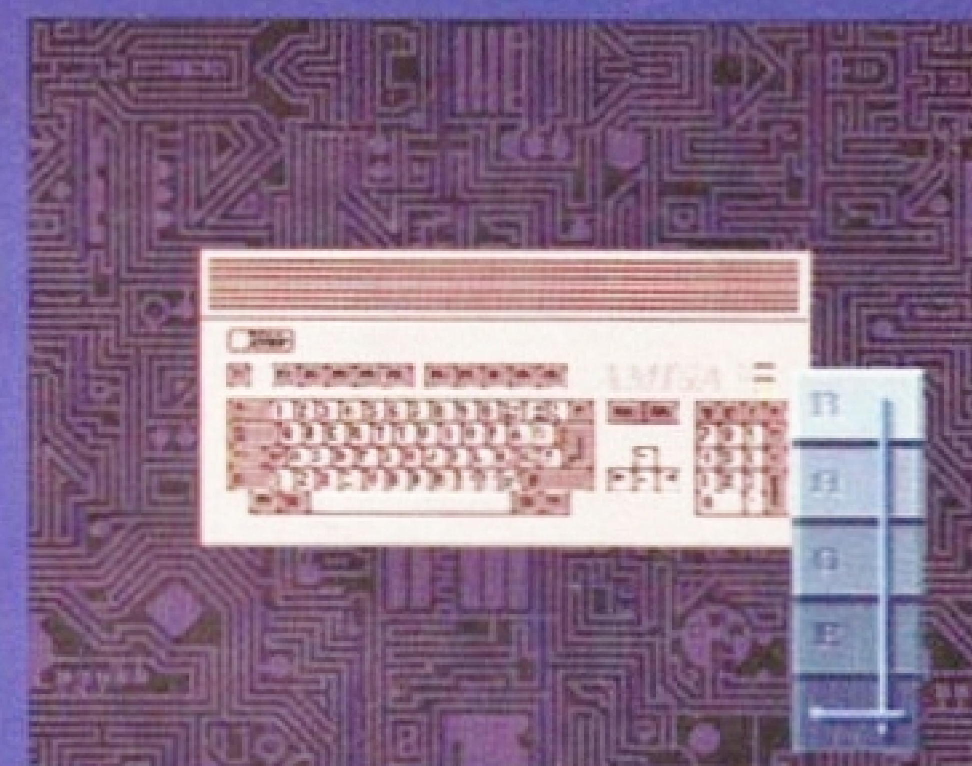

The mysteries of Ancient Egypt have fascinated generations. Anyone fancy coming down the pub?

An informal, but informative, journey down memory lane – well, you'd need a long memory to remember 3000 years ago. Various artefacts are displayed along with explanatory text such as a pair of earrings which, it is suggested, appeared around the time of Tut himself and were worn by boys who then discarded them upon reaching manhood. Bit like today really. The image quality

TOTALLY INSANE — DEMO
PD-SOFT 3470

An apt title for many of the demos that arrive in the *AF* office, *Totally Insane* is more than worthy of its moniker. Darth Vader-type bloke, BP petrol, toilet and Workbench – these are just some of the random visuals that make a guest appearance, as well as the odd Armageddon image. The demo starts impressively at the rear of a cinema, zooming down the centre isle before dissolving into the screen. Although *Totally Insane* is a mishmash of imagery, the music track is good, there is some decent ray-tracing and oddly enough, it's dedicated to British Petroleum in Sweden. Yes, totally insane but take a look for yourself.


Swooping down the aisle, in cinematic style, it's just like being at the pictures. Honest.


Totally Insane has some delightful backgrounds. Mind, I'm not sure what that funny-looking white box is.

MAGIC FACTORY AGA VOLS 1 AND 2

SLIDE



Trekkies, and those whose interest in *Star Trek* is not quite as obsessional, will find this a thrill.



Planets, space stations and ships. But no chippy or sports centre. What on earth's going on?

TELESCAN

A two-disk collection of hand-drawn *Star Trek* AGA pictures, and ideal complement to the theme tunes, if you will. Created using *Real-3D*, author Gareth Collins has put together a reasonably good collection of 12 slides of spacecraft hurtling across the galaxy. A decent addition to any self-respecting Trekky's collection.

is pretty good, although the text is a bit tough to read. It would have been nice to have had an explanation of what those pyramids are all about though. And the Sphinx. Funny-looking bloke that Tutankhamun.

STAR TREK THEMES

DEMO

YORVIK PD MU0192



This is incredibly similar to the view that Captain Kirk has when perched on the bridge of the USS Enterprise.

Welcome to yet another *Star Trek*-inspired demo, boldly going where no man has...etc. *Star Trek Themes* is a double-disk package containing both the original and the *Next Generation* series music. The quality is good and you can choose to view the front-end, a blank screen or flash through the stars at pace while Kirk and the other blokes wibble on about exploration.



Apparently, in *Wayne's World 3*, everything goes bonkers and Garth is replaced by a bloke called Darth.

SUBTLE SHADES

DEMO

PD-SOFT 3510

"Hier ist einen Deutsche demo," as they say in Germany, probably. Subtle shades of what, I really wouldn't dare to venture. Ray Ban Wayfarers, they're quite subtle shades. Anyway, it's not the most vibrant collection of images I've ever seen but those with a penchant for dotscapes, vectors and plinky rave music may find it an agreeable addition to their collection. There is no linear pattern to the images, although one must be grateful for the non-appearance of an animated naked woman clutching a sword while towering above a fearsome dragon. Devotees only.



This mean green beastie is just one of the many strange images from the Nuance team's *Subtle Shades*.

SEVEN SEAS

CHOICE SOFTWARE

SLIDE



The attention to detail is excellent on the *Seven Seas* collection. Creating this fellow's suede jacket must have been a real labour of love.

And now for something completely different. The Land of the Midnight Sun (that's Norway, that is, now home of the famous East German shot-putter Lilly Hammer) provides the inspiration for this collection of fine drawings. Apart, that is, from the one of the Oriental bloke smoking a tab – that's the Rising Sun. And dramatic it is too, with a stirring, if rather fuzzy soundtrack.

There are lots of fair maidens, more castles than you could imagine and a veritable host of panoramic mountain ranges as well as the obligatory woman with a mighty sword. It's all positively medieval, but pretty nice quality, despite that.



Fair blonde maiden gazes across lush landscape toward the distant mountains. Sounds like a great idea for a quality hand-drawn image.

TOP 10 DEMOS

Every month, we peruse the bestseller lists of a prominent PD company. This month, it's the turn of:

TELESCAN COMPUTER SERVICES

1. Nine Fingers Demo
2. Arte Demo
3. Magic Factory AGA Slideshow
4. Ray World AGA Demo
5. Bodyshop 6 AGA Slideshow
6. Beyond Belief AGA Demo
7. Subliminal XTC AGA Demo
8. Origin AGA Demo
9. Attack Anim
10. Suicide Man 2 Anim

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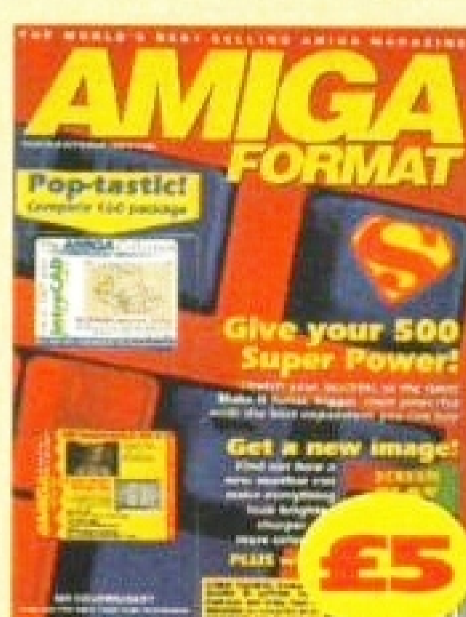
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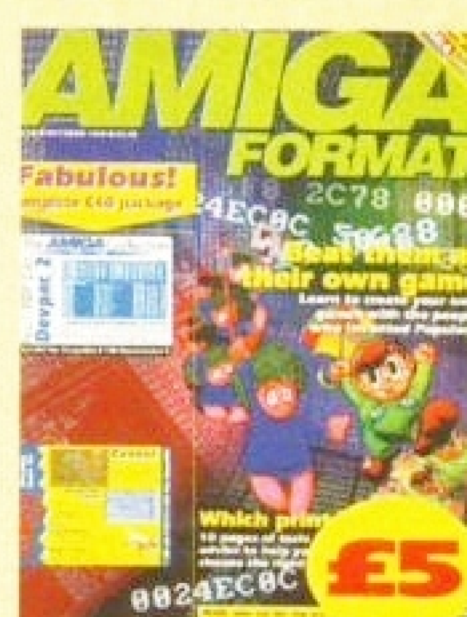
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The complete and very wonderful multimedia package *CanDo Jr* is yours on the Coverdisk.



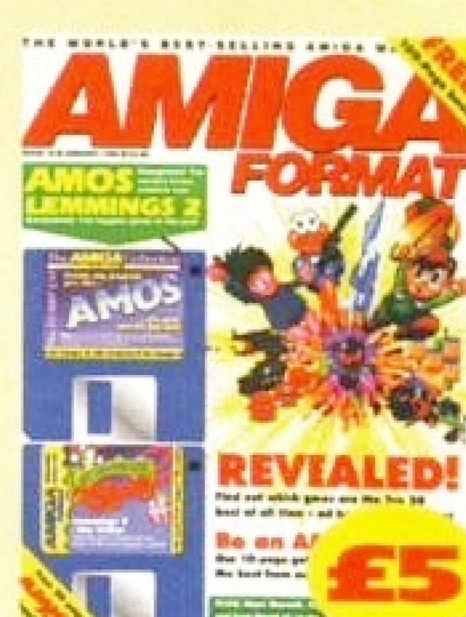
ISSUE 37
Pop stars who have made it big using the Amiga, plus *Animation Station* on the second Coverdisk.



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Turn your A500 into a super-powerful, super-fast super-Amiga. *IntroCAD* on the second Coverdisk.



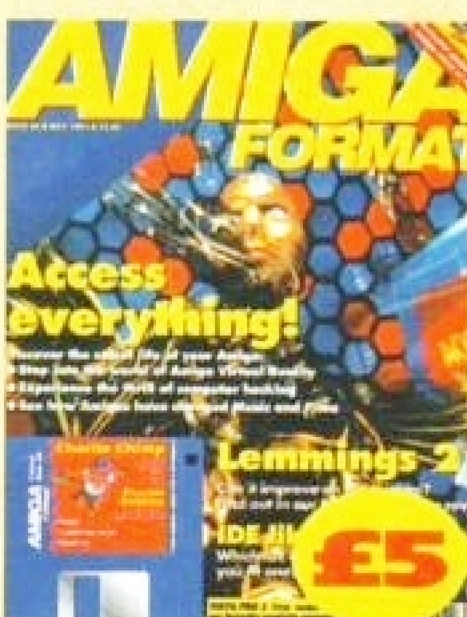
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Read the first part of the Bullfrog's games programming guide. *Devpac2* and *Caesar* Coverdisks.



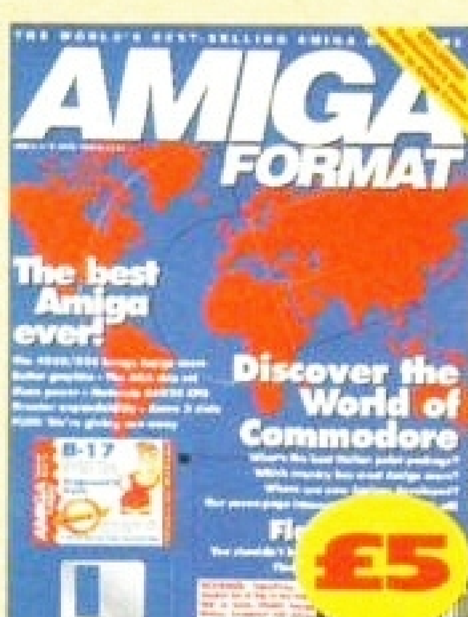
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We choose the Top 20 all-time great games. *AMOS* and *Lemmings 2* on the Coverdisks.



ISSUE 43
A fascinating look at the Amiga and how it works. Coverdisks include a full version of *ProData*.



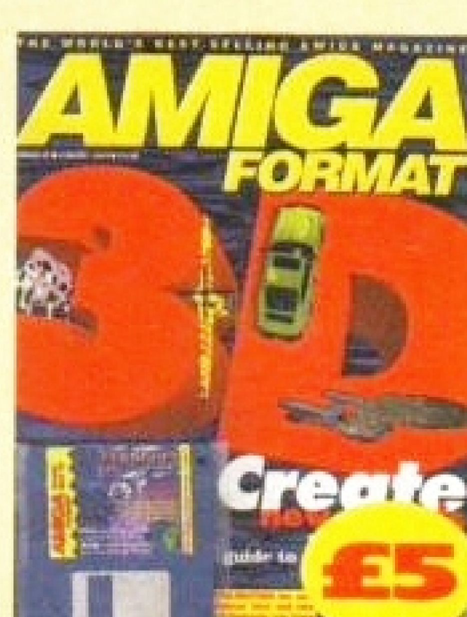
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The weird world of Cyberpunk. Reviewed: *Lemmings 2, Vista Pro 2* and *Real 3D2*.



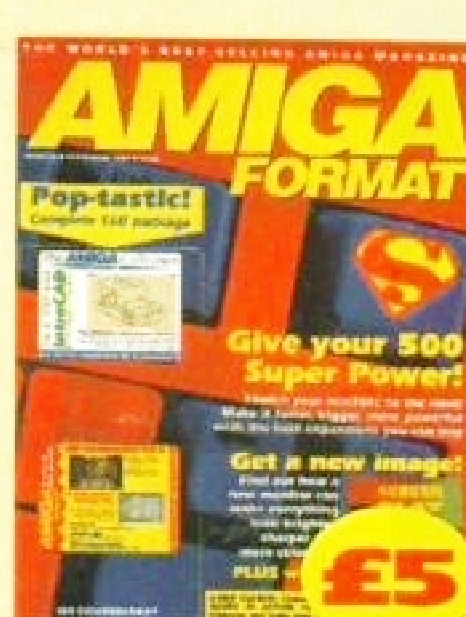
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Eight-page Coverdisk tutorial shows you how to make your own PD demo. Plus a *Syndicate* Coverdisk.



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Amiga and 3D. Plus joystick and accelerator features. *Stardust* and *Genesis* on the Coverdisk.



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We bring you the 50 best Amiga products ever. *Deluxe Music Construction Set 2* on the Coverdisk.



ISSUE 51
Indi software house feature; *Second Samurai, Turbo Print 2, Skidmarks* on the Coverdisks.

Back ISSUES

If you missed out on the issue of Amiga Format with that feature, tutorial or Coverdisk you really want, now's the time to do something about it!



ISSUE 54
Festive Christmas issue, plus an investigation into piracy. *SuperJam!* and *Cannon Soccer* Coverdisks.



ISSUE 55
Beginners' special, 20-page buyers' supplement, *Beneath a Steel Sky* and *DiskMaster* Coverdisks.

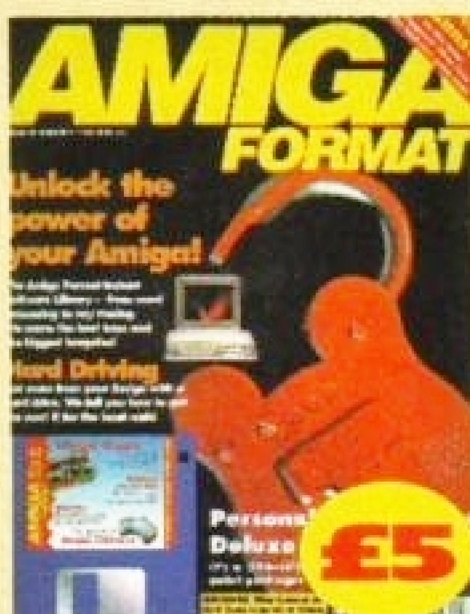
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We pick the best Amiga software ever, plus a fantastic *Hired Guns* Coverdisk demo.



ISSUE 45
Why the Amiga is the world's best multimedia machine. Five free cards and a *Dong* Coverdisk.



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The complete guide to the Video Toaster, plus *Blitz Basic 2* and *Overdrive* on the Coverdisks:



ISSUE 53
Discover the amazing world of 3D graphics with the full *Imagine* Coverdisk package and tutorials.



ISSUE 56
What would you buy for your Amiga with £250? *Wordworth 3, Tornado* and *FractalPro* Coverdisks.



ISSUE 57
Our investigation into the price of games. *Universe, Arcade Pool* and *Ami-Back* on the Coverdisks.

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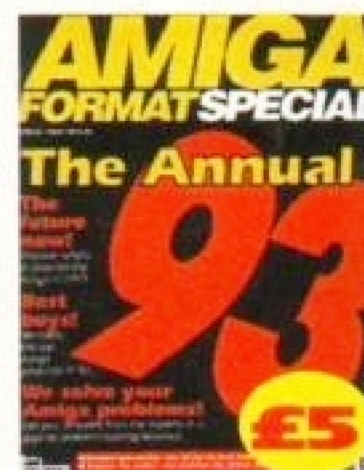
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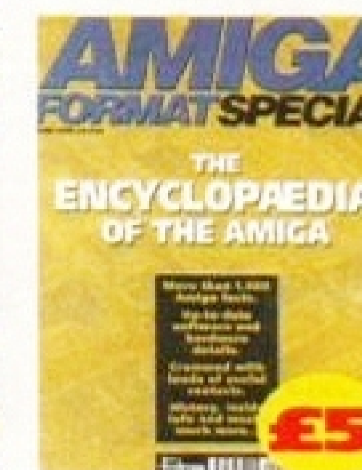
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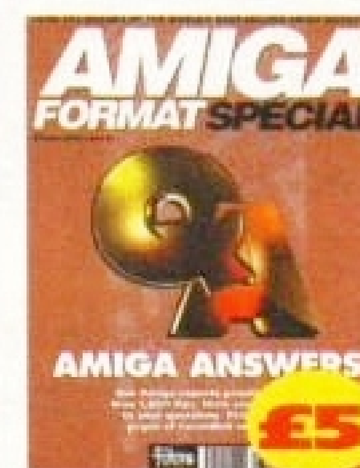
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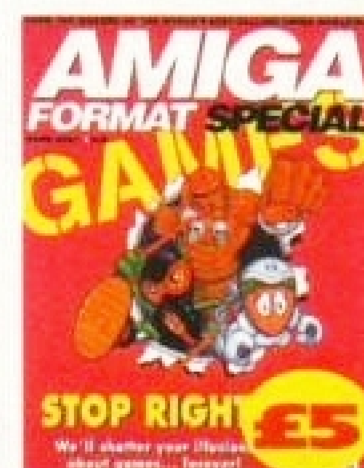
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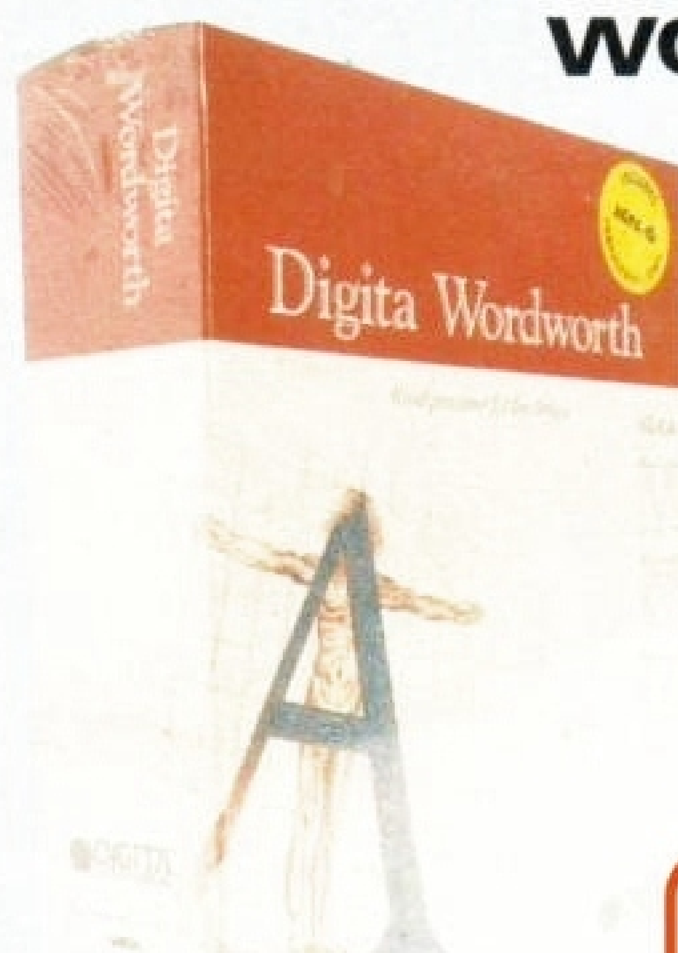
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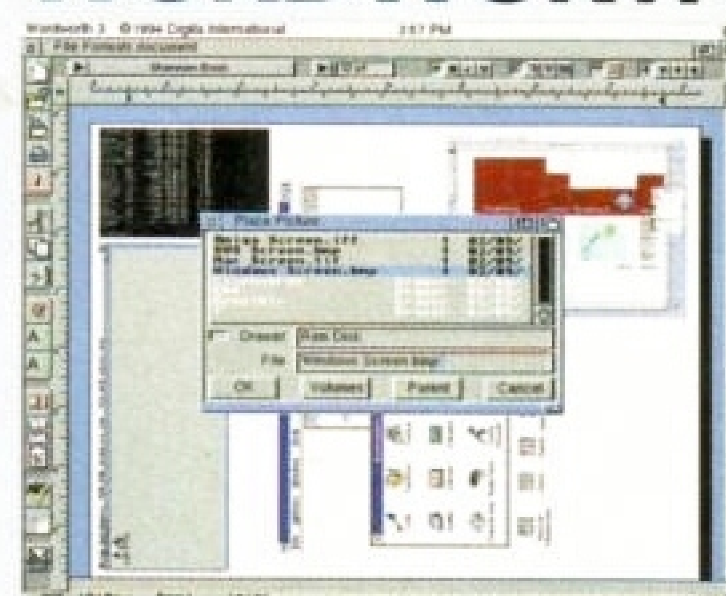
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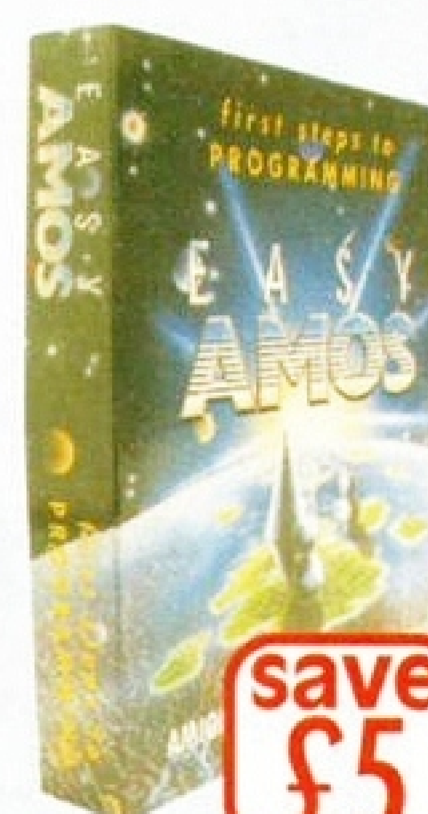
BENEATH A STEEL SKY

Beneath A Steel Sky (reviewed AF57, 94 per cent) is an atmospheric and compelling graphic adventure from Revolution Software of Lure Of The Temptress fame. This truly fascinating game also features artwork by cult comic book artist Dave Gibbons.

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Reviewed in Amiga Format issue 51, it scored 88 per cent.

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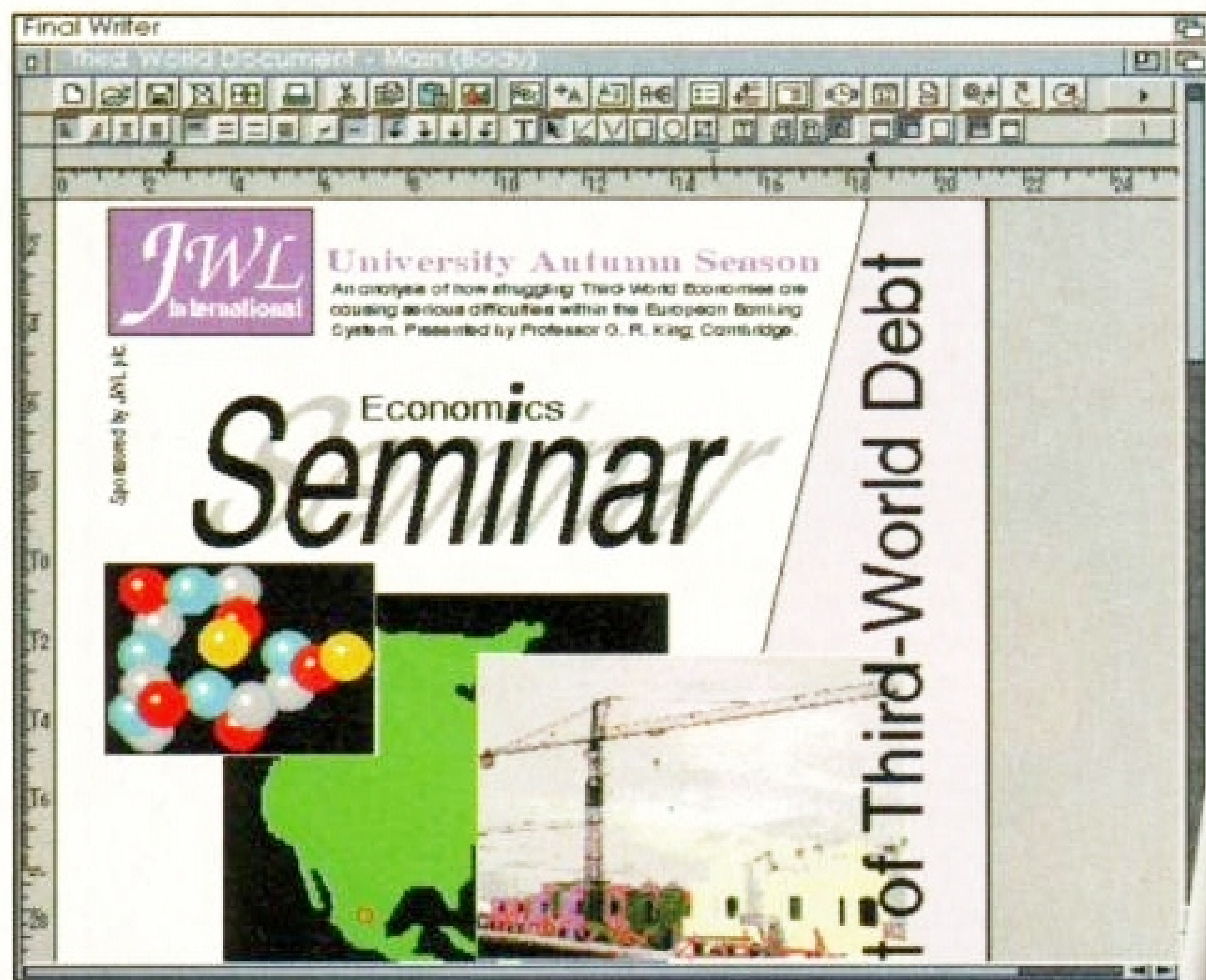
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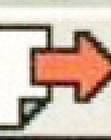
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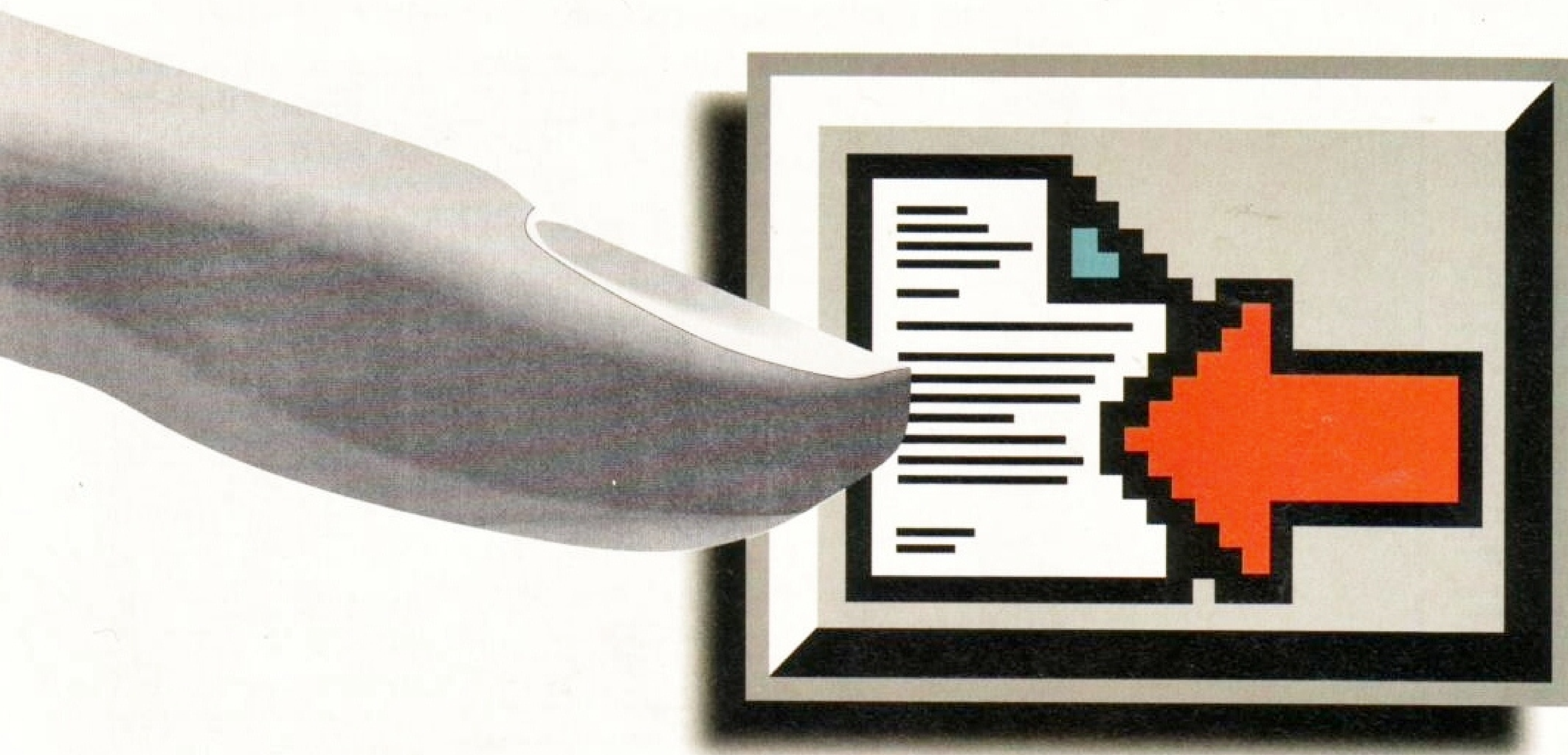
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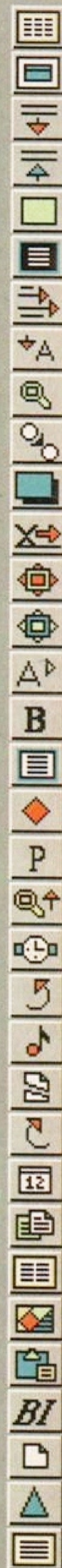




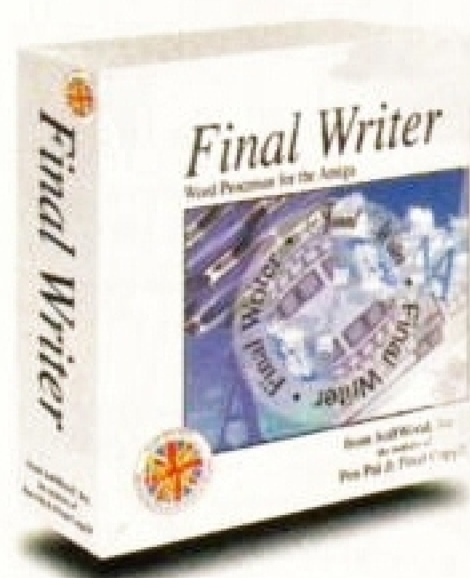


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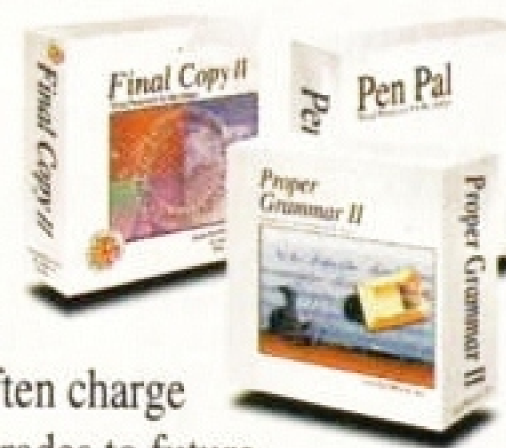


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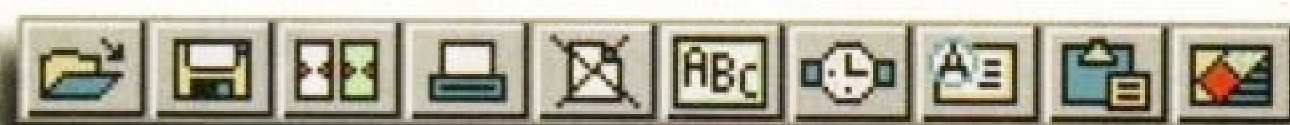
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D176/177 (2 DISKS) **MAXIMUM OVERDRIVE** - Clever demo where camcorder film footage is converted into stripped down graphics.
U325 **OctaMED v2.00** - Top of the range music creator. V.good.
U326 **KITE SIMULATOR v2.42** - Simulates kites.
U327 **DISKSALV v11.28** - Disk and file recovery programme. Is able to undelete, deleted files, recover data from corrupted disk etc.. Essential tool.•NOT A500•
S101 **FUNNY FACES SLIDESHOW** - Digitised faces warped in various ways! pretty freaky stuff.
U328 MAVERICK COPIER - Backs up commercial software

U329 **EPU HARD DRIVE STACKER** - Similar to the commercial Disk Expander software which can nearly double the space on your hard drive with super fast compression and expansion techniques. Beginners may find installation fiddly. Only rudimentary knowledge required.•NOT A500•
U330 **DMS II** - Compresses entire disks into a single file. Even works with NDOS Amiga disks. •NOT A500•
D178/179 (2 DISKS) **ACCESS 1st AGA DEMO** - Big •A1200 only• demo.
G293 **ROAD TO HELL** - Brill overhead racing game. Includes split screen for 2 players. Missiles, smoke screens, better engines, etc....
D180 **EMPTY HEAD DEMO** - Wonderful. •A1200 ONLY•
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G296/G297 (2 DISKS) **MOTOROLA INVADERS 2** - Space invaders will never be the same again. Great. •A1200 ONLY•
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D181 **SANITY-ARTE** - One of the best demos I've ever seen. Who needs AGA when theres demos like this!!!
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E71 **CHILDRENS FAVOURITES 1** - Nine nursery rhymes with on screen words, illustrations and music.
A165/166 (2 DISKS) **ON THE GREEN** - Animation for golfing fans. •REQUIRE 2 MEGABYTES•
G298 **INTENSE** - Shoot-em-up Construction Kit Alienbreed variation.
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G299 **HIGH OCTANE** - The top PD racing game around. Superb graphics, two player split screen option, weapons and graphically awesome. Even includes an intro animation, Don't miss this!
D182 **EXPLICIT 2** - A demo that makes good use of the AGA chipset. •A1200 ONLY•
D183 **AESHETICA** - What a strange demo. •1200 ONLY•
U333 **EASYSLIDE** - Very good slideshow disk creator. Does most of the hard work, all you need to do is provide the pictures.
A167 **ATTACK** - By Paul Henderson, the man behind the gruesome Suicide Man animations. This ones about a Stealth Fighter in the Midde East. Gore, maiming etc.. Luvly. •REQUIRES 1.5 MEGABYTES OF RAM•

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E18 **BIORHYMS CALCULATOR** - Displays your personal biorhyms graph for any month of any year.
E30 **GCSE MODULE 1** - Maths study disk.
E12 **UNITS** - Speed, time, weight, length, angles, force, density, volume. Measurement conversions.
E33 **ELEMENTS v2.3b** - Interactive periodic table for chemistry.
E36 **STEAM ENGINE** - Cross section animation of a steam engine. See how they work, with labels.
E37 **FOUR STROKE PETROL ENGINE** - Cross section animation of a car petrol engine.
E42 **GAS TURBINE ENGINES** - Cross section animations of an old and modern turbine jet engines.
E54 **STIRLING ENGINE** - Cross section animations of the Stirling engine.
E56/57 (2 DISKS) **AMERICAN FOOTBALL** - Comprehensive illustrated rule book of this sport.
E53 **CHILDRENS FAVOURITES** - Five nursery rhymes. Pictures, on-screen words and the tunes.

BUSINESS SOFTWARE

U312 **BUDBASE V1.2** - Simple to use database.
U311 **EASY CALC PLUS** - Commercial quality spreadsheet. Loads of features. •NOT A500•
U309 **EASY CALC** - Almost the same as U311 but minus the graphs facility, but works on the A500.
U310 **PAY ADVICE DATABASE v3.00** - Payslip database.
U303 **INVENTORY v2** - Stock control, staff wages database and general database all in one.
U135 **600 BUSINESS LETTERS** - A letter for every occassion. Job applications to complaints.
U273 **ACCOUNT MASTER v2.1** - Very powerful personal finance accounts programme.
U265 **JOURNAL v2.00** - Another decent accounts programme.
U242 **LAST WILL AND TESTAMENT** - Ready prepared wills to cover endless situations.
U209 **FORM REALLY UNLIMITED** - Invoice and form designer with print facility.
U166 **BIZCALC** - Loan and mortgage calculator.
U304 **TEXT ENGINE v3.4** - The best shareware word processor. With intergrated spell checker.

GRAPHICS UTILITIES

U1 **ULTIMATE ICON DISK** - Edit, draw your own Workbench icons. Import graphics from IFF paint packages. Loads of example icons included.
U3 **M-CAD** - The only PD Computer Aided Design programme. Pretty good.
U9 **C LIGHT** - Ex-commercial raytracer, now shareware. Easy to use.
U62 **SCENE GENERATOR** - Fractal landscape generator. Produces realistic mountain landscapes with water, clouds, snow, etc...
U115 **LAND BUILD** - Another powerful fractal landscaper.
U102 **AMIGA FOX** - Desktop publishing package.
U142 **FREE PAINT** - The best PD IFF paint proggy.
U208 **CYCLOPS** - Plasma picture generator. Colourful and weird effects.
U271 **POLYED** - Animation creator. Uses polygons to allows large animations on low memory Amiga's.
U296 **GRINDER** - Powerful picture format convertor. Supports IFF, GIF, HAM-E, HAM, TIFF, ATARI, etc..
U289 **MINI MORPH** - Picture warping and morphing programme. Supports 16 colour pictures.
U286 **KIDS PAINT** - Simple, easy and functional art package for youngsters.
U306 **ELECTRONICS CAD** - Schematic designer.
U211 **CAPTIONATOR** - Scrolling text video titler.
U187 **MOBED 2** - Sprite drawing and animation editor. For coders.
U154 **AUDIO ANIMATION** - Animation studio with onion skin facility. Sound samples can be assigned to any frame.
U54/U55 (2 DISKS) **VIDEO UTILITIES** - Collection of useful video titling tools.
U285 **sMOVIES** - Video titling tool. For adding scrolling text to videos. Text can scroll up or down and across the screen. Plus some other xtra fx.
U295 **MIXED IMAGINE OBJECTS** - Loads of Star Trek objects and military hardware objects for use with the Imagine raytracer.

CLIP ART

U236 - Photo copiers, Office, Men at work.
U230 - Food.
U224 - Sign boards, Star Trek, Christmas.
U223 - Sports, Transport, Work.
U221 - Anatomy, Buildings, Christmas, Holidays.
U220 - Animals, People, Places.
U218 - Cartoons, Construction, Religion, School, Weddings.
U100 - Teddy bears.
U96 - Easter, Christmas, Jungle Animals, Famous faces.
U95 - Zodiac signs, Computers, Symbols, Logos, Sport.
U251 - Babies, Furniture, Space, Skeletons.
U233 - Christmas.
U229 - Cars, Flowery decorations, Cupid, Hearts.
U227 - Palm trees, Party invites, Maps of Europe, Postage stamps.
U226 - Wild west, Crowds of people, Frames, Signs.
U225 - Fancy letters, Cars, Cute Animals.
U222 - Music, Silhouettes, Symbols, Teddy bears.

MUSIC TOOLS

U178 **COMPOSER** - Traditonal music composing with notes and staves.
U314 **OCTAMED TUTOR** - comprehensive manual for struggling Octamed users.
U200 **SHADOW SAMPLE MAKER** - Create sound samples without a sampler.
U325 **OCTAMED V2.0** - The best PD music sequencer around. Quite complex, but well worth the effort.
U183 **PROTRACKER** - Another good music sequencer.
U256 **ST-05** - Sound samples and intruments for use with either U183 and U325.
U257 **ST-11** - As above.
U258 **ST-50** - As above.
U259 **ST-87** - As above.
U260 **ST-88** - As above.
U261 **ST-89** - As above.
U262 **ST-91** - As above.
U263 **ST-92** - As above.
U264 **ST-93** - As above.

DISK UTILITIES

U281 D-COPY 3.1 - Powerful disk back-up software.
U215 FREECOPY - Backs up commercial software

U283 **LOCKPICK** - Similar to Freecopy but supports some other different titles - around 450.
U158 **NOERRORS** - Formats hard drives and floppies with hard errors (physical damage to surface) and hides them so data will not be written or read from the bad tracks. Saves you money, useless disks can now be used.
U94 **MRBACKUP** - Hard drive backup software.
U327 **DISKSALV 2** - Corrupt data recovery. Undeletes files, validates disks, reads badly corrupt files and rewrites them, etc... •NOT A500•
U328 **MAVERICK COPIER** - Another commerical game protection cracker. Well over 400 games supported.
U329 **EPU HARD DRIVE STACKER** - Increases hard disk space upto 50% using special compression libraries which compress files written to the disk. Stays hidden in the background.

MIXED UTILITIES

U291 **RELOKICK** - Downgrades your A500+, A600 or A1200 to Kickstart 1.3. Very reliable compatibility ratio when used to run many A500 only titles. Even works with many commercial games. Essential.
U301 **A-REXX MANUAL** - Extensive manual on the A-Rexx programming language. Many example scripts.
U206 **RACE RATER** - Horse racing predictor.
U294 **POOLS TOOLS** - Football pools predictor.
U323 **FOOTY** - Football league database. Presents various types of statistics, plus match predictions.
U316 **MAGIC WORKBENCH** - Give your Workbench a cosmetic face lift. Changes the icons and a choice of background patterns.•NOT A500, REQUIRES A HARD DRIVE•
U293 **PARBENCH** - Amiga networking software. Allows communications and comtrol bewteen two connected Amiga (even CDTV) computers.
U282 **TERMINUS 2.0** - Excellent modem communications software.
U300 **NCOMM 3.0** - Lastest version of this incredibly popular communications package. Very easy to setup. Great for beginners.
U267 **SPECTRUM EMULATOR V1.4** - Run Spectrum games on your Amiga. Load in software via a sampler. Games can then be saved to disk.
U241 **CANON PRINTER DRIVERS** - Bubble Jet drivers for the following models: CanonBJ30, CanonBJ10-20, CanonBJ300-300.
U239 **STAR PRINTER DRIVERS** - 9 and 24 pin printer drivers for the Star range of printers.
U103 **MESSYSID II** - Transfer files to and from Amiga DOS and PC MSDOS disks.
U313 **AGA UTILITIES** - Loads of utilities for A1200 owners. Includes a number downgrading tools.
U274 **CG FONTS COLLECTION VOL.1** - Scalable Compugraphic fonts for word processors and DTP that support this format. High quality.
U275 **CG FONTS COLLECTION VOL.2** - As Above.
U276 **CG FONTS COLLECTION VOL.3** - As above.
U308 **CG FONTS COLLECTION VOL.4** - As above.
U318 **BLITZ BLANKER** - Brill screen blanker written in Blitz Basic, includes source code. Comes with a variety of modules. Best used with a hard drive.
U163/164 (2 DISKS) **A64 PACKAGE** - Commodore 64 emulator. Run C64 games on your miggy. •NOT A1200•
U146 **AMIGA SYSTEMS CHECKERS** - Suite of Amiga system performance testers and diagnostic analysers.
U112 **AMOS WORD SQUARE SOLVER** - Locate those elusive words.
U111 **GOLFSCORE** - Golf score database. Keep a computerised record of your results.
U7 **GHOST WRITER** - Intro demo writer. Also include your own music modules.
U180 **BROWSER II** - Superb directory utility. For transfering files etc.. Editable pull down menus.
U188 **EDIT KEYS** - Keymap editor.
U269 **DART MACHINE** - Computer dart scoring.
U290 **CHARACTER GENERATOR** - Advanced Dungeons and Dragons character generator. Every rule is realised by the programme for character creation. Also will print out the character sheet.
U280 **LEMMINGS II HARD DRIVE INSTALLER** - Install Lemmings 2 on your Hard drive. •NOT A500, REQUIRES 1.5 MEGABTYES OF RAM•
U302 **AMOS NCOMMAND** - Design Workbench 2.0 style front ends for your Amos programmes. Saves as Amos source code. Save yourself hours of coding.
U307 **AMOS PRINTER ROUTINE** - Creates GFX printer printer routines for Amos projects.
U248 **NOAH'S BEGINNERS GUIDE TO THE AMIGA**. -Tutorial for complete beginners. Based on the A500 but loads of universal information for all models. Also covers hardware like, modems, hard drives, and printers.
U240 **AMOS LESSON 1** - Easy Amos tutorial. Focuses on basic screen commands, giving many examples (interactive) on how they work and for what purpose they can be used for.
U173/174 **NORTH C** - Complete C programming environment.
U160 **POWER LOGO** - Logo programming language.

DEMOS •A1200 ONLY•

D153 **RETINA** - Energetic rave music with flashy effects. Turn down the lights!!!
D157 **MOBILE - DESTINATION UNKNOWN** - Spectactular vector demo.
D159 **LETHAL EXIT** - Long running vector based demo. Light sourced vectors and tunnels....
D160 **TROJAN - TECHNO TRACKS II** - Rave demo from the US of A.
D149 **PLANET GROVE** - Very eye catching.
D158 **NOP AGA** - Little demo from Hungary.

DEMOS

D161 **FAIRLIGHT 242** - Twenty nine megabytes of graphics compressed onto one disk. Incredible. Cool rave demo. •A500+ & A600 USERS REQUIRE FAST RAM OR RELOKICK•
D162 **FRONTIER** - Rolling demo of Elite II.
D156 **JETSET** - Vectors and graffiti.
D148 **STATE OF THE ART** - One of most graphically impressive music demos ever.
D140/141 (2 DISKS) **RSI TIME ZONE** - Awesome megademo.
D124/125 (2 DISKS) **REAL EMPATHY** - Fifteen minute demo with a shoot-em-up at the end. •A500 ONLY•
D122 **BURGER HILL** - Influeneced by the humble hamburger. •A500 ONLY•
D114 **ALPHA OMEGA** - Very clever demo. •NOT A1200•
D111 **FRACTAL FRENZY** - Mandlebrot demo. Fast real-time calculations.
D90 **SESPOIR** - Pretty classy demo.
D77 **MELTED EXPERIENCE** - Recommended for all serious demo colectors.
D65/66 (2 DISKS) **SILENTS BLUE HOUSE** - Strange combination of a Thrust clone and loads of music tracks. V.good. •NOT A1200•

MUSIC DEMOS

M137 **DIGITAL DEBUSSY VOL 1** - Five haunting piano renditions of Claude Debussy. By Rob Baxter.
M138 **DIGITAL DEBUSSY VOL.2** - More piano suites.
M139 **CLASSIX** - Music of three famous composers: Handel, Bach, and Pachelbel.
M134 **RHAPSODY IN BLUE** - Popular jazz music. From the Galaxy chocolate advert!!!
M130/131/132/134 (4 DISKS) **THE A-Z OF C64 SONGS** - Hundreds of classic Commodore 64 tunes from games. Many from the top game music composers of that era. Great stuff.
M129 **TOCATA & FUGUE IN D MINOR** - Well known popular classical music piece - but no one seems to know the name? •NOT A500•
M125 **MUMBO JUMBO** - Decent music and intersting visuals. Things fly all over the place.
M122 **GOSPEL KARAOKE** - Sing a long to the words and sampled music.
M119 **TECHNO WARRIRORS** - Rave for over 24 minutes.

SLIDESHOWS

S88 **FORGOTTON** - Riveting fantasy artwork.
S87 **TERMINATION PICTURE SHOW 1** - Hand drawn characters from 2000AD and the DC comics.
S86 **CAT SLIDESHOW** - Digitised cute and fluffy kitties.
S85 **NAM SLIDESHOW** - Snaps from the Vietnam war.
S73 **GULF WAR SLIDESHOW** - What hardware was used in the conflict.
S67 **NAGEL SLIDE** - Hand drawn pictures of seductively dressed ladies.
S99 **JURASSIC PARALLAX** - Many vicious dinosaurs.
S98 **SATURNE 93** - Well drawn artwork, from Manga art to fantasy art.
S91 **MANGA WORLD** - Needs no introductions, the cult japanese cartoons.
S92 **AKIRA** - More Manga pictures.
S100 **FERRARI AGA** - Fast sports cars. •A1200 ONLY•
S94 **NIGEL MANSELL AGA** - Nige in his Formula One racing days with Williams. •A1200 ONLY•
S93 **REVELATIONS** - One of the best hand drawn slideshows ever. Amazing attention to detail.

GAMES

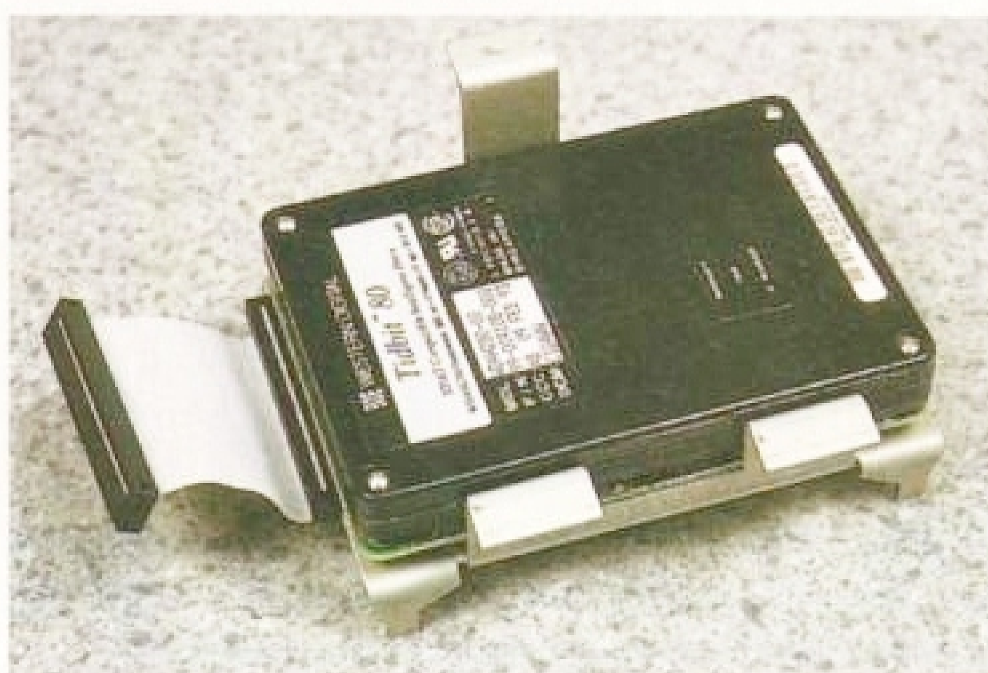
G282 **MEGABALL AGA** - Superb arkanoid clone in 256 colours. A real quality game by any standard. •A1200 ONLY•
G288 **NUMERIX** - Excellent board game for 1 or two players. A hybrid of Tetris, Dominos, and Scrabble.
G273/274 (2 DISKS) **STARBASE 13** - Sci Fi graphic adventure. Uses point and click interface used by such games like Monkey Island.
G222 **CHESS GAMES** - 2 very well programmed chess games: GNU Chess •NOT A500•, and Chess 2.0 (for all Amiga's). Includes 10 top Chess tips on how to play succesful Chess.
G280 **BLACK DAWN** - 3D perspective dungeon game with an Alien Breed scenario.
G37 **SEALANCE** - Submarine wargame.
G183 **BOUNCE & BLAST** - Very playable platform blasting game. Brilliant cartoon sprites.
G193 **HELLZONE** - Shoot-em-up like R-Type.
G200 **FIGHTING WARRIORS** - 1 or 2 player martial arts combat game. Large well animated characters with numerous moves including a couple of special moves.
G205 **TOP OF THE LEAGUE** - Soccor management game.
G210/211 (2 DISKS) **TALISMAN** - Huge icon driven graphic adventure. •REQUIRES 2 MEGABYTES•
G212 **FRUSTRATION** - Text based adventure. Loads of depth.
G224 **OBLIVION** - Fast moving defender clone.
G226 **MORIA V5.4** - Massive RPG, Dungeons and a town to explore. Hours of play.
G229 **GIGER TETRIS** - Tetris with 256 colours. •A1200 ONLY•
G232 **MONACO** - Arcade game clone. Fast and furious.
G237 **BACKGAMMON** - Computer version of this board game. One or two players.
G241 **IMPERIAL WALKER** - Take control of an X-Wing fighter and stop the Imperial Walkers from reaching the Allied HQ. 3D Game.
G246 **WIBBLE WORLD GIDDY** - Amazing platform puzzle game similar to the budget Dizzy games.
G169 **DONKEY KONG** - Fun platform game. The first game to feature Mario in the arcades. •NOT A1200•
G238 **TETREN** - Tetris game with themed levels. Takes the theme one step further.
G271 **JELLYQUEST** - 3D Isometric puzzle game.
G168 **OTHELLO** - Good version of the board game. Computer player is a real tough customer.
G276 **THE GREAT ESCAPE OF BILLY BURGLAR** - Lovely little platform game. Help Billy escape from the spotlights.
G68 **INSIDERS CLUB** - Stockmarket game. Better than it sounds. Very polished addictive game.
G177 **CRAZY SUE II** - Very popular platform adventure game.
G35 **JAR** - Crystal Castles clone. An old arcade game a bit like Pacman with raised platforms. 3D isometric. A real cassic PD game.
G183 **TREASUE ISLAND** - Treasue search game for youngsters.
G286/287 (2 DISKS) **EXORCISM** - Sinister graphic text adventure in a haunted house.
G283/284/285 (3 DISKS) **KLONDIKE DELUXE AGA** - Fantastic card game, Each card shows a different 256 colour picture. Glamourous ladies.
G253 **LCD DREAMS** - Four hand held game clones.
G254 **THE LAST REFUGE** - Entertaining medieval shoot-em-up.
G255 **AMOS CRICKET** - Cricket game.
G256 **SHANGHAI** - Oriental tile board game.
G257 **DELUXE PACMAN** - Great Pacman clone. Much improved over the original. Includes power up items besides the normal power pills.
G256 **BONDMINE #13** - Boulder Clone at it's best. A game not to be missed.
G268 **SLAMBALL** - Futuristic American football management game. Based on Speedball.
G269/270 (2 DISKS) **18th HOLE** - Awesome golf game.
G239 **RAID III** - Game produced using the Shoot-em-up construction kit. Superb graphic detail make it about the best PD game created using this designer. Looks a bit like SWIV.
G139 **CROAK** - Frogger clone. 2 player mode lets you race against a friend at the same time. Great laugh.
G142 **BATTLEMENTS** - Rescue Esmerelda in this Hunchback clone.
G158 **BRAIN BALL** - Look looking original puzzle game. Requires great skill, so it's pretty tough.
G240 **BILLY THE DRAGON** - Easy going cute blaster for kids.
G196 **CAG** - Produces graphic adventure games, no porgramming knowlege required.
G88 **21 GAMES** - Chinese Checker, Amigatration, Cosmoroids, Peg puzzler, Tic tac toe, Bally III, Backgammon, Up and down, Deluxe Hamburger, Kamikaze chess, Egyptian run.... And loads more...

IN CASE YOU DO NOT SEE A PARTICULAR TITLE YOU ARE LOOKING FOR, ENQUIRE OVER THE PHONE. AND WE WILL BE HAPPY TO TELL YOU WHETHER WE STOCK THE TITLE/S. THIS MAGAZINE ADVERT IS ONLY A VERY SMALL SELECTION OF WHAT WE HAVE IN STOCK.

PHONE ENQUIRES (MON-FRI 9.00 AM TO 6.00 PM): 0272 741462

*Work*BENCH

Whatever your problem (as long as it is Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



At first glance, there is very little difference between an IDE hard drive (like the one above) and a SCSI drive.

OPTIMISED RUBBISH

I have recently bought an Amiga 1200 fitted with a 80 megabyte hard drive. After installing 50Mb of information on to a 74Mb partition, I tried to defragment/optimise the information but it was all deleted. As you can imagine, I was not amused. Is it true that you cannot defragment an IDE hard drive? The warranty seal has been broken – how do I stand with getting ICL to come out and repair my Amiga if I have a problem?

J Jewell, Plymouth, Devon

You certainly can defragment an IDE drive. I have done so myself many times. You neglected to say what software you were using to optimise the disk, but I imagine this may be where the problem lies. If it was an old program, and your disk was formatted using one of the new modes there may have been a compatibility problem. Anyway, you should really have backed up all the information before you tried to optimise it.

If your warranty seal has been broken then ICL are under no obligation to fix your machine for free. If you installed the hard drive yourself then you really haven't got a leg to stand on.

However, if a company installed it for you, then you may be able to claim a warranty from them - particularly if it is the hard drive itself which is causing the problem.

SERIAL KILLER

I hope you, or another reader, can help me with my problem concerning connecting my Amiga to a Psion Series 3a electronic organiser. I have connected my Series 3a to my A4000/030 using the Psion 3 link (serial version) cable. My problem stems from the fact that Psion only produce the accompanying software in PC and Macintosh formats. Although I can perform rudimentary file transfers using commands such as COPY AUX: TO (MY FILE), this is by no means ideal.

Can you tell me if there is any software for the Amiga like there is for the PC and Mac? (Psion UK didn't know of any).

If there isn't any such software what would you recommend to ease my communication problems? I would be eternally grateful for your advice, and forever in your debt.

Mr Anonymous, Somewhere or Other

Not being in possession of a Psion 3, I'm not able to help with the Psion side of things. However, at the Amiga end, I can tell you that if the Psion 3 uses a standard serial transfer, some comms software should help. You can get hold of PD programs such as *JRComm* or *Ncomm* from any

Continued overleaf

880 IN A STATE

I have an A500+ (with 2MB), Workbench V2/04 and a Slimline external disk drive. I use my A500+ mainly for making and copying pictures and titles with my video, or just for fun.

Just lately I have had five disks come up with DISK ERROR 880 and have lost a lot of my work, although I always try to keep my disks write-protected. Not knowing much about computers, but after a lot of head scratching and searching through mags I have come up with: DISK ERROR 880 is a boot block error (checksum error).

1) If I am right how can this occur? One picture will load correctly and the next will corrupt the disk although not fully.

2) How does the error spread if it is not a virus?

3) More important how can I stop the ***** thing.**

PS About half the disks I use are new and the rest are reformatted magazine coverdisks.

Mr R Lark, Sutton, Surrey

There are several possible causes for your disk error problem – which is not a terribly serious one by the way. Firstly, the Disk Validator on your Workbench disk may be damaged or corrupted, either by a virus or just wear and tear on the disk. You can easily solve this by copying a new version of it from your original Workbench disk to the L directory.

The second cause could be you. Are you sure that you are not ejecting disks from the drive before they have finished accessing? This will usually result in checksum errors on the disk. Such problems are often solved by using a program such as DiskSalve (which appeared on the Subscribers' Superdisk with Issue 56) or another disk salvage utility. It is unlikely that there will be significant damage to the files on your disk, except for the one you were accessing at the time.

The last possibility is that your drive may be faulty. Does this usually happen when you are using one or other of your drives? It would also be a good move to check for viruses too. Make sure you have an up-to-date Virsus checking utility, such as Virus_Checker 6.34. This can be found in most PD libraries - see the ads near the PD pages.

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you will appreciate, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO
- Be concise.
- Detail the actual problem as best you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of *Workbench* you are using and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by the dealer from whom you bought the goods.

DON'T
- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions such as 'I added a hard drive to my machine and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

good Public Domain library, which can easily download ASCII text. Have any Amiga and Psion 3 owners out there had any joy?

HARD LUCK

I am a young (14-year-old) computer user who is very proficient not only with the software side of computers, but also the hardware side. I recently had the good fortune to pick up a second hand A1500 to replace my knackered A500+. The new machine came complete with a 4Mb RAM expansion (GVP RAM-8) and a 40Mb hard disk.

However, the HD controller (it's a Dataflyer card), appears to be dead. This leaves me with a working 2.5-inch SCSI mechanism but no controller. I was wondering if the GVP HC8 controller would be a suitable replacement if I bought it without a mechanism. Also, why does the Public Domain diagnostic program *AIBB* report the RAM card as RAM and SCSI controller when it is only the former?

Any help would be much appreciated because I don't really want to spend my hard-earned cash without knowing if the board is suitable or not.

Roy Stephenson, Morpeth, Northumberland

A 2.5-inch SCSI mechanism? Are you sure that it is not 3.5-inches? Whatever the case the HC8 card will be able to access it. At £99 the HC8 is a great value SCSI card, and one which can cope with almost anything.

KEEPING IT SAFE

Please could you tell me how to write a program to add to my Startup- Sequence that asks for a passcode. Also, how can you use your own pictures as backdrops in Workbench? Do you have to have Workbench 3? I have an A500+ with Workbench 2. Another thing, you stated in *AF*56 that Commodore had released a hard drive installer. How much does it cost, where do I get it from and does it work with all programs?

Ross Bamford, Ilkeston, Derbyshire

You certainly can write such a program. You will have to write it and execute it from the Startup-Sequence. It doesn't really matter what language you write it in, but remember that it won't be very secure. For a start, it will only activate when your machine is booted from that disk, so people will still be able to boot from other disks. Also, the Startup-Sequence can be interrupted by pressing Control-D at any time, so this method of security is easily bypassed.

If you really want to protect your data, it is better to encode the data itself, rather than restrict access to the machine.

The installer mentioned in *AF*56 is a generic utility which allows software developers to write a comprehensive and easily-executed script to install the software on disk. The program itself does not install the software, it just makes it easier for people to write install scripts.

HYPER REALITY

I would like to put together a disk containing Questions & Answers as an examination aid. I have a copy of the *Hyperbook* multi-media program, which would seem well suited to my needs. However I would like to know:

1. Would I be allowed to use *Hyperbook* (or any other commercial program) because the aim is to sell my efforts?

2. Because I am dealing with a very minor subject are there other ASCII-based programs I could use that would enable me to use other platforms?

R Bird, Dorchester, Dorset

Yes, you can distribute your work. There is a program supplied with *Hyperbook* called *HB Reader*. This is freely distributable and can be included on your disk. You don't even have to ask permission. This utility, as you may know, allows you to run *Hyperbook* applications but not alter them. If your program allows users to alter the data then I'm afraid it probably won't run.

As for other platforms, you could probably do something similar on the Macintosh with *Hypercard*, but it would be very much a case of starting again from scratch.

FUN WITH FONTS

I would be extremely pleased if you could help me with a slight problem I'm having with Compugraphic fonts and *Dpaint 4.5 AGA*. I am using an A1200 and external drive.

I have got seven disks of CG fonts and I'm trying to use them in *Dpaint*. I've copied the fonts on to several disks called CG fonts disk but as I change the fonts directory for *Dpaint* to use, the requester just goes back to the Fonts: fonts directory on my *DPaint* boot disk.

Also, are scalable fonts the same as CG fonts? I have a couple of disks of these as well. I am using floppies, not a hard disk.

I am planning to fit an XL drive so that I can boot from it. I know I can boot from any drive, but I prefer to boot from the internal drive. This will leave me with an internal drive "hanging" about, can I use it as on an external ?

Would it be worth buying the Disk Expander from Power computing, because I would only be using it on my XL drive and standard floppies?

David Bateman, York

DPaint only recognises Workbench-style CG fonts. This means that you have to install the fonts using the Intellifont program supplied with Workbench. This doesn't mean that you have to keep the fonts in the Workbench fonts directory, but it would make it easier if you did. If you are going to have two drives, why not assign Fonts: to a disk? Remember to copy over the *DPaint* font.

You can turn your internal drive into an external one, but to be honest it is more trouble than it

To the point...

Q **When using Snapshot from the Window menu on Workbench, what is the difference between the Window and All options?**

A **The Window option just does a snap of the window size and position on the screen. However, selecting the All option will cause all of the icons contained in that window to be snapshotted too.**

Q **What is the clock speed of the A1200 and does it mean in terms of performance?**

A **The clock speed is the rate at which the processor operates. In the case of the A1200, this is 14MHz. This does not mean that a 28MHz 68000 processor is faster though. Clock speed comparisons are only relevant when comparing similar processors.**

Q **What does the DataTypes drawer in Workbench 3 do?**

A **The DataTypes drawer holds the definitions of many different file formats. These can be used by programs, such as *Multiview* which is also included in Workbench, to interpret files of these types. You can now find many DataType files on Bulletin Boards Systems and on Public Domain disks.**

A NEW IMAGE

I recently bought an A1200 and I am trying to get to grips with the new preference programs in the Prefs drawer of the Workbench 3 disk. I've got no problems with Font, Sound, Input, and Pointer, but when it comes to the Palette program, why is it I cannot select the multicolour option, or more to the point, I can select it, but when I go to SAVE or USE nothing seems to have happened.

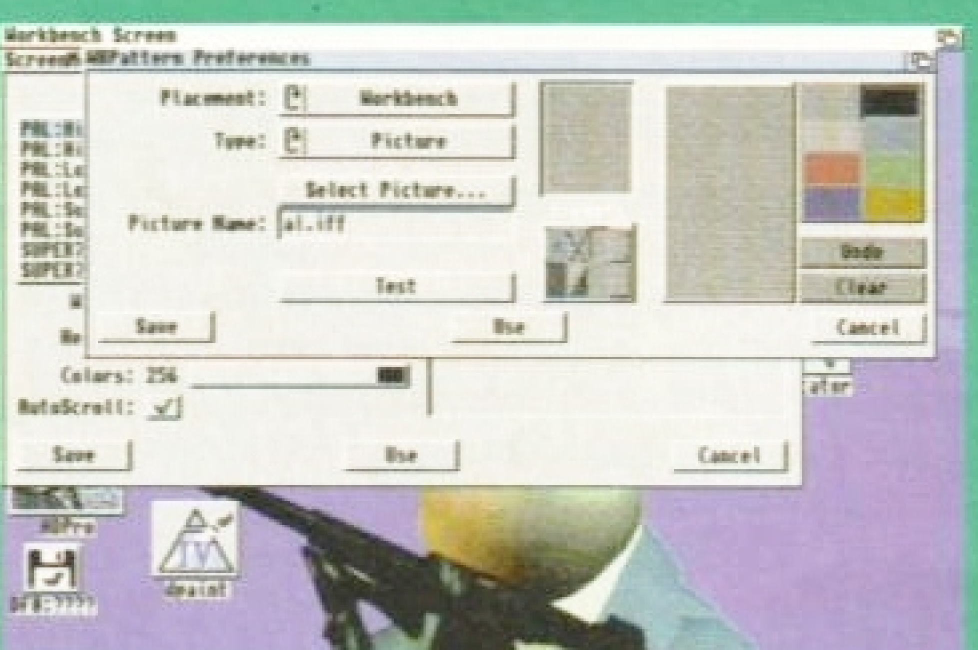
This really bugs me especially when I look in your magazine and find that you have a screen shot of your Workbench with a picture displayed on the Workbench screen in full technicolour.

All that I get when I want a Workbench screen picture to be displayed through the WBPattern program is a four-colour version which is not interpretable. I would be most grateful if you could help me on this point.

Jonathan Collins, Fife, Scotland

The solution to your problem was explained in my best-selling book, the Amiga Format Bumper Book of Hints and Tips (which came with AF54). To go through it again, you should first run the Screenmode program. Choose whatever mode you desire and slide the colour bar up to 256 - the maximum displayable. Click on the Save button and then run WBPattern. Click on the Cycle gadget until the word Picture appears and then click on the Select Picture button. Choose the IFF file using the requester, click on Save and you are away.

Workbench may have difficulty with oddly-formed IFF files, so if you are struggling with a particular image, try loading it into DPaint or ADPro and saving it out again. Note that HAM or HAM8 images will not work - they will not dither down to 256 colours, so you will have to do it yourself in one of the packages mentioned above.



If you really, absolutely, definitely, must have a silly picture on your backdrop, this is the way to do it.

is worth. You will have to build it some sort of case or mount it on something (it is very hard to eject a disk when every time you press the button the drive just moves along the desk), and you will need to make up a cable to carry the power and data to the drive. You will also need to change the jumper setting on the rear of the drive so that it is recognised as unit 1 (just connect the jumper to the rightmost pins).

Disk Expander is very useful, but perhaps you would be better off not getting an XL drive or Disk Expander, and saving up for a hard drive instead?

LEW'S CORNER

By Lew Eggebrecht
Commodore's Chief of Engineering



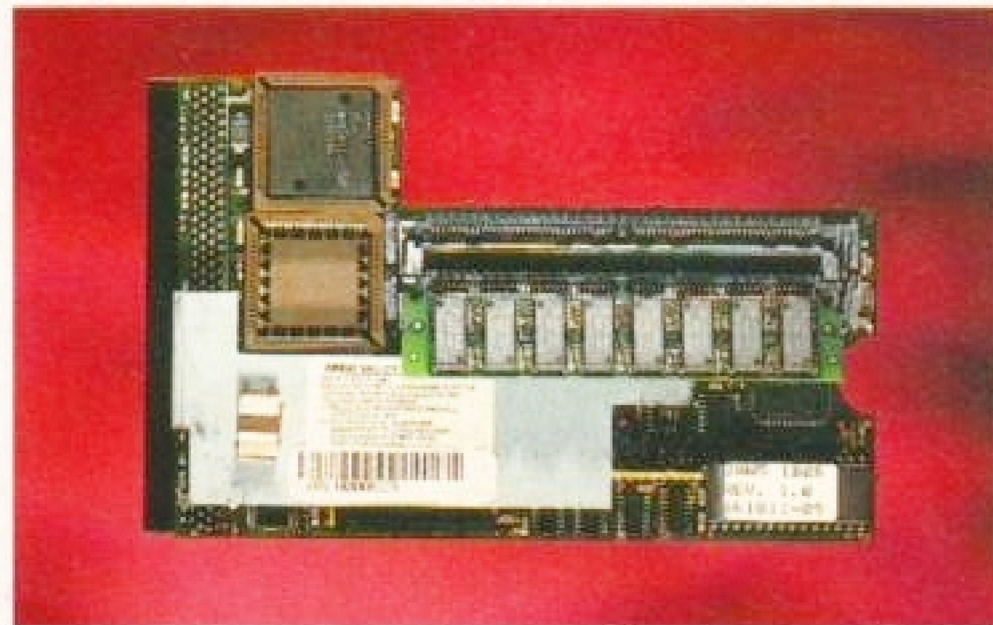
What are the differences between PCMCIA cards that run at 200 nanoseconds and those that run at 250 nanoseconds, and why do some PCMCIA cards require wait states? Also, what is the difference between normal PCMCIA RAM and Static RAM?

J Barry, Inverness, Scotland

PCMCIA memory is added after the usual auto-config sequence, meaning it can't be used for RAD, or other warm reset surviving code. PCMCIA memory is added as lower priority than true Fast RAM.

Normal PCMCIA RAM is less expensive, but has no battery and uses Amiga power to refresh the card. Therefore it cannot be used as a removable PCMCIA RAMdisk, but is more cost-effective if the primary use is RAM expansion.

EXPANSION BLUES



GVP's A1230 Turbo+ Series 2 RAM expansion and accelerator is a good option for A1200 owners.

I don't know if this Fax will get to the right department, but here goes anyway. I have a question which I can't seem to get a reply to from the shops. I am interested in purchasing the new A1230 Turbo+ Series 2 accelerator and RAM expansion from GVP for my A1200. I was also interested in buying the A1290 SCSI expansion for it, with the purpose of adding a CD-ROM drive

I wanted to know if by doing this I could run ALL of the new CD^{32} titles through my A1200. If not will there be any way of making this route work or will I have to waste my only major expansion route with the Commodore CD-ROM expansion? Presuming, that is, that Commodore can be bothered to get off their fat backsides and make one for all the frustrated A1200 owners.

I want the GVP expansion because I need more RAM because I use a sampler and I am enjoying using the *Imagine* 2.0 3D drawing system that was on your Coverdisk (*AF*53).

John Stuart, via Fax

Firstly, can I say that we accept Workbench inquiries by fax, and also via our Spong! BBS (call 0225 311647). Don't expect a faxed reply though. Sometimes I'll be able to reply on Spong!, but more often it is better to share the advice with other users in these well-respected (except by the Publishing Director who goes through every month to find out how many times I said "well") pages. Well, on with the answers.

The GVP expansion is a good option. A CD-ROM drive will allow you to access all sorts of wonderful data. Unfortunately, you won't be able to play CD^{32} games, at least, not ones designed specifically for the CD^{32}.

There is still considerable doubt about whether Commodore intend to produce a CD add-on for the A1200.

It is technologically possible for them to produce such a CD^{32} emulator but because of the differences in the A1200 and CD^{32} circuitry, it would be a difficult unit to produce. Difficulty means expense, and it doesn't look as though CBM could produce such a device for much less than the price of a CD^{32}. It doesn't look like anyone else will either.

16 INTO 32 WON'T GO

I have an A600 with 2Mb and I have been wondering if I could run A1200 games on it. I understand that the A600 is not a 32-bit machine, and that if I can run A1200 software it would have to be with 16-bit graphics.

I thought about buying some A1200 software for it but then changed my mind because it's a lot of money to spend on something that you might not be able to play. Also can I buy a 32-bit chip for my A600?

Michael Walker, Middlesbrough, Cleveland

There is no way of upgrading your A600 into an A1200, short of replacing the entire motherboard. You won't be able to run AGA-only games on the A600 because you don't have the AGA chipset. The chips don't just plug in or anything.

You should understand that the A1200 and the A600 have very little in common apart from the operating systems which are similar to one another, but not identical.

It is a miracle that the A1200 can run any software written for older Amigas at all. If you want to use A1200 software, buy an A1200. It may seem harsh, but that's the way life is.

CONSOLE ME

I own a CD^{32} and an A500 at the moment, but I have heard about a card which will turn the console into an A1200 .

I was considering selling the A500 so I could afford to get the expansion board, do you think this is a good move or would it be better to hold on to the 500 at the moment? Will the expansion still allow me to have an MPEG cartridge and does it have a serial port?



Microbotics are currently working on a card for the CD^{32} that will effectively change it into an A1200.

Also, why don't they bring out *Beneath A Steel Sky* on CD^{32}, so that it would get the full benefit of digitised speech, more graphics and better sound?

Will *Microcosm* ever be released and how much will it cost? Is *Rise Of The Robots* getting released on CD^{32} and if so when?

Colin Lamont, Scotland

The card that you refer to is being developed by Microbotics, but it is not finished yet, so it is a bit difficult to tell just how much like an A1200 an adapted CD^{32} will be.

I imagine that it will have some sort of through port to allow an FMV module to be added, but even if it doesn't, you won't want to use both at the same time anyway, will you?

It will have a serial port, so that you can connect to a modem or another serial device. As for your query about the release of CD^{32} games, you will find a review of *Microcosm* in the games section of this issue, and I suggest that you check the

Continued overleaf ☛

FMV AND CD-I



This little box is the FMV unit. Plug it into the back of a CD^{32} and you can watch all the CD-i disc movies.

Last November I bought a CD^{32}, which I've been very pleased with. However, after reading about the Full Motion Video unit over Christmas I was very eager to get my hands on one. So I bought one, along with a CD-i film *Star Trek 6*.

Since then I've experienced some problems. Occasionally, at random intervals the film jumps a couple of frames, and once it even decided to play every tenth frame or so! Is my unit faulty, is the film a pre-release version, or is there an incompatibility problem with the CD^{32}, FMV and CD-i disks? Incidentally I did not receive any demonstration disks with the unit.

I am very confused by the whole affair, Silica Systems told me that the FMV unit had been recalled, yet Commodore customer services said that it hadn't! Please could you advise me on what, if anything, to do.

Paul Hearns, Barnet, Herts

The CD-i discs should work without any problems with the FMV unit. There was a problem with the prototype FMV module for the CD^{32}, but this was sorted out well before the units went into mass production. The CD-i standards are slightly different from the FMV White Book definition, but they are still compatible with the CD32. Either you have a faulty disc or a faulty module. Try getting a replacement disc before calling ICL. To find out more about FMV and CD-i, turn to our FMV feature on page 35.

Coming Attractions section on page 48 for details of other imminent CD32 releases.

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The Coverdisk version of *Ami-Back Tools* could be the answer to a reader's deleted file dilemma.

I have owned an A1200 for a few months now and I read your magazine for several months before that. I have experienced a few problems in this time, but nothing compared to the catastrophe that has recently occurred.

An expensive file has been deleted from a High Density disk. I have read about various undeleting utilities, and I wondered if you could recommend a cheap, reliable program, because I am strapped for cash at the moment?

If possible, how about sticking it on a Coverdisk. I am sure many people would benefit.

John G Jones, Clwyd, N.Wales

The best solution is to get hold of a copy of *Disksalve* from a PD library, or to use *Ami-Back Tools* from *AF*57's Coverdisk. Hurrah for us! Of course if you subscribed to *Amiga Format* you would have got *Disksalve* with the *AF*56 Subscribers' Superdisk. You can also download it from the *AF* Bulletin Board, Spong! on 0225 311647.

WHAT'S UP DOC?

I have a problem with my Amiga. In the book *Amiga Format* book *Get The Most Out Of Your Amiga* it says that on Workbench: "Double-click on the Shell icon and type DISKDOCKTOR DFO and press return". All mine says is "Do not understand DISKDOCKTOR". Does this mean I have a problem with my Workbench?

M Newman, Chorley, Lancs

Assuming you have a newish Amiga, the answer is no. *Diskdoctor*, the disk recovery program, was dropped from Workbench for causing more problems than it ever solved. Do yourself a favour and read the previous letter.

WRITE ON

I have an Amiga 500+ and a word processor called *Transwrite*. I am looking out for a desktop publishing program which is a reasonable price and which would work well with *Transwrite*. Could you give some advice on what I could buy.

Keith Dickenson, Co Down N.Ireland

Your choice of a desktop publishing program depends on what you actually want to publish. If it is just going to be a question of making your own newsletter or designing posters and the like, you could do worse than having a look at *Pagesetter* from Gold Disk (£40 from Silica 081 309 1111) or *Wordworth* (a demo of which was given away on *AF*56). For more professional work, you will need *Professional Page* (*AF*34 89%) or *Pagestream* (*AF*20). Neither of these packages will work terribly well unless you get some extra RAM and a hard drive.

OVERDUE LIBRARIES

I bought Softwood's word processor *Final Writer* and installed it on my hard disk. I'm very impressed with the program, the only trouble is that when I install some software it also installs new libraries as well. Magazine cover-mounted disks (from other mags of course) being the main culprit. The problems occurred when I then tried to run *Final Writer* again, no joy!

Is there any way that I can set up a new libraries drawer (such as libs/new libs: workbench: libs/newlibs), would this work? When new libraries try installing themselves into my libs drawer would this automatically put them into my newlibs drawer? If it does, this would mean a lot of library duplication when there is probably only one library causing the problem.

Also, could you tell me if there is a Public Domain program that can show me which files and libraries *Final Writer* is trying to access. Please help, because it is starting to get very annoying paying £125 for a piece of software that keeps on breaking down.

I Mc Carthy, Boothville, Northampton

Libraries are small sections of program code which perform common functions. Instead of these having to be re-written for every new program, they are compiled as a separate file. This saves the programmer time, and saves you space because many programs can access the same library.

Occasionally, libraries are updated to include new routines or better ways of doing the same things. Libraries are backwardly compatible, so a new version will do all the things the old one did, as well as any additions. Theoretically anyway.

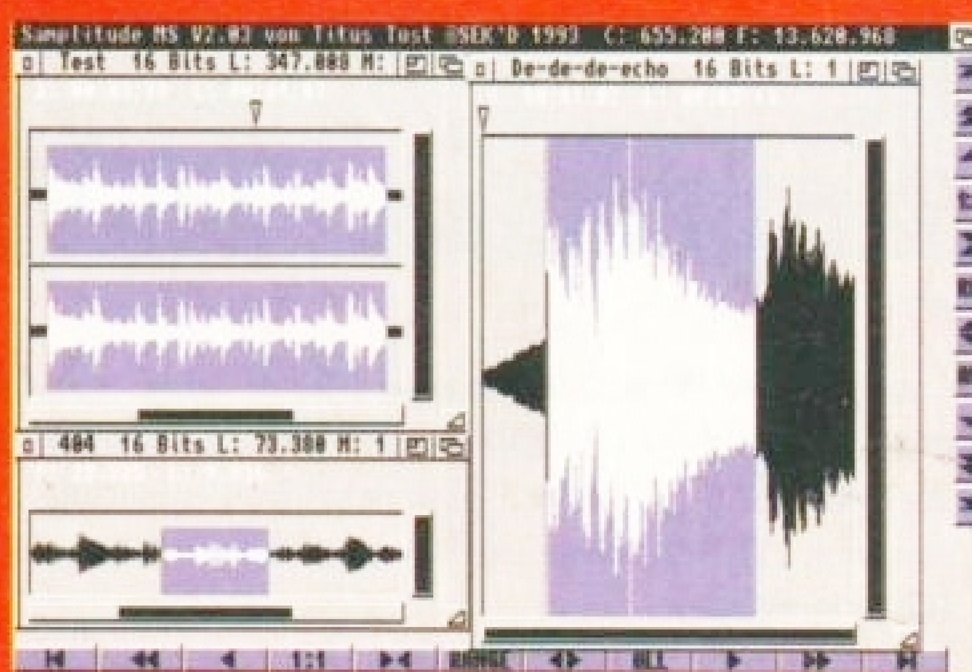
Sometimes libraries contain bugs, so sometimes they do not work exactly as they should. It is rare for programmers to use these mistakes as "undocumented features" but when they do, and the bug is fixed in the next version, their programs no longer work.

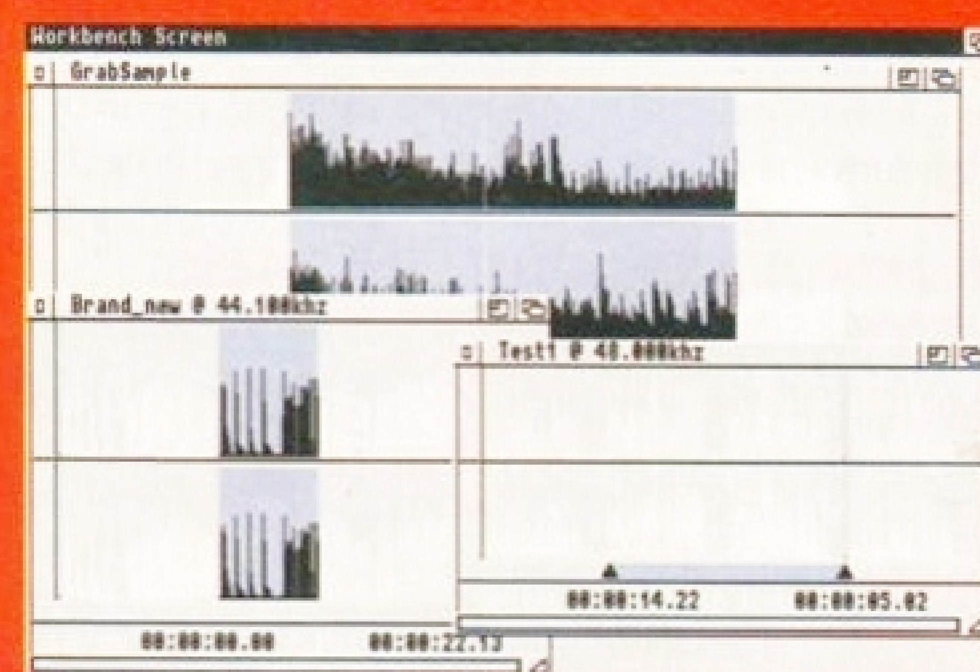
There should be no problem with replacing old libraries with newer versions. You can store your libraries in a second directory and activate them using the command:

```
assign libs: libs:newlibs add
```

There is a PD program called *SnoopDos*, written by Eddy Carrol which can be found in any good PD library. It is only small, so it is usually part of a compilation.

In depth explanation SAMPLERS





***Toccata* (above) and *Wavetools* (right) are both sampling packages which use their own hardware and are therefore not limited the the 8-bit restrictions that apply to some other samplers.**

1 A sampler is very similar to a digitiser. The technical term for a sampler is a transducer - something which transforms a variable physical quantity into an electrical signal.

2 However, a sampler is a very special type of transducer, because the electrical signal has to be converted into one which the Amiga can access. Computers only work with digital data, so the sound has to be converted from sound waves into a series of binary pulses.

3 This is done by a circuit known as an ADC or Analogue to Digital Converter. The chip is made up of a large number of comparitors which compare the incoming analogue signal to a number of set values. When the correct comparison is made, the result is encoded in a binary form and passed to the Amiga.

4 The Amiga sound system is based around 8-bit samples. And because the Amiga's sound chip is essentially an 8-bit DAC (Digital to Analogue Converter) this makes sampling sounds less complicated and less expensive.

5 Two things effect the quality of a sample – the sample speed and the the sample depth. For superb, realistic quality sounds, you need to sample at audio Compact Disc rates - 24kHz @ 16 bits.

6 The highest frequency that will be registered by a sample, is a frequency of half the sampling rate. This is known as the Shannon Hartley sampling principle.

7 Stereo samplers usually work by having a very fast ADC unit, which samples at double speed and switches between the two sound inputs.

8 Sample data is usually compressed for storage. The standard format is 8SVX.

9 Samples are usually recorded directly into Chip RAM. The length of the sample you can record is thus determined by how much RAM you have. Some packages can sample direct to hard disk and so get around this problem. A good example of such a sampler is *Megalosound* from HiSoft (0525 718181), which was reviewed in *Amiga Format* Issue 53 and scored 89 per cent.

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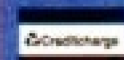
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INTRODUCTION TO WORKBENCH

Part 4

If you want to get the most out of your Amiga, you need to understand how to use the Workbench startup-sequences. Pat McDonald reveals all...

ASSUMING THAT YOU have followed last month's tutorial, you should now have a reasonable idea of what is where on the Workbench disk. This month's tutorial is a more in-depth explanation of how the standard Startup-Sequence works, I'll be going into more depth about how the standard Startup-Sequence works. In a future tutorial, I'll cover more about how disks other than Workbench disks, such as *Amiga Format* Coverdisks, work.

However, many disks are not supposed to work with Workbench. An easy way to spot such disks is to put them into a disk drive after Workbench has loaded. If the icon comes up with DF0:NDOS or similar, then Workbench simply cannot deal with the disk.

The place to start understanding how Workbench disks work is with the Startup-Sequence. Last month I showed you how to edit the startup-sequence on Workbench. If you are still having some difficulty doing this, don't give up. The best way to learn more is to experiment.

You may think the whole exercise is beyond you and is not really worth the effort. Well, I can't hold your hand and teach you everything about Workbench just from these page, and the worst damage you can possibly do is mess up your copy of Workbench. Remember, ALWAYS use a copy of the Workbench floppy disk, NEVER use the original. Getting a replacement is a nightmare unless, of course, you know someone who has the same model Amiga as you.

Finally, I'll just repeat that all of these tutorials are designed for Workbench 3. Release 2 of Workbench is very similar and most of the stuff should work – but if you are using an older version of Workbench, then either upgrade or find another guru.

NEXT MONTH: How to install a printer driver.

```
□|              Dirs : 000/004  Files : 001/
Workbench                               7.1M
SN7.adpro                       566 ---A
SN8.adpro                       566 ---A
SN9.adpro                       566 ---A
snoopy.script                  1188 ---A
Solve.ced                       635 ---A
SortBlock.ced                  1686 ---A
SPat                            283 -S-A
SplitANIM.adpro                5043 ---A
SpreadViews.ced                2013 ---A
startup-sequence               1505 ---A
startup-sequence.backup        1580 ---A
Startup-Sequence.info           352 ---A
startup-sequence.old           1730 ---A
Startup.DM                     5064 ---A
Startup.DM.info                 469 ---A
StepAndRepeat.pprx             2402 ---A
SubstituteFont.pprx            2066 ---A
TableImport.pprx               3330 ---A
Time.ced                        395 ---A
ToggleLace.ced                  433 ---A
<                                  > B
< s:                               > S
```

The Startup-Sequence is found in the S Directory of your Workbench disk, along with many other useful files.

STARTUP–SEQUENCES FOR HARD DISK USERS

```
□| Ed 2.00
Assign MovieSetter: Work:MovieSetter/
Assign GeneralClipArt: Work:Moviesetter/GeneralClipArt/
ASSIGN MENUS:    Work:XCAD3000/MENUS
ASSIGN XCAD3DPMODS:    Work:XCAD3000/PMODS
ASSIGN XCAD3DHANDLERS: Work:XCAD3000/HANDLERS
ASSIGN DRAWINGS: Work:XCAD3000/DRAWINGS
ASSIGN XCDATA:   Work:XCAD3000/XCDATA
ASSIGN XFONTS:  Work:XCAD3000/XFONTS
ASSIGN LOVLY:  Work:XCAD3000/LOVLY
ASSIGN MODS:   Work:XCAD3000/MODS
ASSIGN POVLY:  Work:XCAD3000/POVLY
ASSIGN SYMBOLS:  Work:XCAD3000/SYMBOLS
ASSIGN XCAD3D:  Work:XCAD3000
ASSIGN XCAD3DCONFIG:  Work:XCAD3000/CONFIG
ASSIGN XCAD3DMENUS:  Work:XCAD3000/3DMENUS
ASSIGN XCDOC:  Work:XCAD3000/XCDOC
ASSIGN XCTEMP:  RAM:
ASSIGN MENUS:    Work:XCAD2000/MENUS
ASSIGN XCAD20003DPMODS:    Work:XCAD2000/PMODS
ASSIGN XCAD20003DHANDLERS: Work:XCAD2000/HANDLERS
ASSIGN DRAWINGS: Work:XCAD2000/DRAWINGS
ASSIGN XSDATA:   Work:XCAD2000/XSDATA
ASSIGN XSFONTS:  Work:XCAD2000/XSFONTS
ASSIGN XSLOVLY:  Work:XCAD2000/XSLOVLY
ASSIGN XSMODS:   Work:XCAD2000/XSMODS
ASSIGN XSPOVLY:  Work:XCAD2000/XSPOVLY
ASSIGN SYMBOLS:  Work:XCAD2000/SYMBOLS
ASSIGN XCAD20003D:  Work:XCAD2000
Assign REXX: Sys:Rexx

  IF EXISTS DEVS:Monitors/VGAOnly
    DEVS:Monitors/VGAOnly
  EndIF

  C:List >NIL: DEVS:Monitors/~(#?.info|VGAOnly) TO T:M LFORMAT "DEVS:Monitors
  Execute T:M
  C:Delete >NIL: T:M
EndIF

SetEnv Workbench $Workbench
SetEnv Kickstart $Kickstart
UnSet Workbench
UnSet Kickstart

C:IPrefs

C:ConClip

Path >NIL: RAM: C: SYS:Utilities SYS:Rexxc SYS:System S: SYS:Prefs SYS:WBStar

IF EXISTS S:User-Startup
  Execute S:User-Startup
EndIF

Resident Execute REMOVE
Resident Assign REMOVE

C:LoadWB
EndCLI >NIL:
```

Here's my User-Startup file, which sets up *MovieSetter* and *XCAD*. *XCAD* needs loads and loads of Assigns, but it does this automatically when installing on to hard disk. *MovieSetter* doesn't – I had to do it by hand, which is why the Assign command doesn't only use capitals. The Amiga doesn't care about big or little letters.

One of the most useful Shell commands for hard disk users is Assign. Many games and quite a few utilities do not work from a hard disk without it. The command is used to set up a global disk name. When a program asks for a disk (to get some information from it) the Assign command steps in and says "That floppy disk is available on the hard drive".

However, you won't necessarily want to edit the Startup-Sequence to put your Assigns in. For one thing, the Startup-Sequence tends to grow alarmingly as you assign various disks. For another, Commodore actually check for a file called User-Startup, which is where you are supposed to put your Assign commands (keeps them all in the same place, you see).

If you want to run a program automatically when your Amiga boots, you can also put the program name in the Startup-Sequence or User-Startup. However, most programs will do this anyway if you just drag their icons to the WBStartup drawer. Occasionally you will find a program that has to be run from the Startup-Sequence, but this is quite rare and is getting rarer.

The Assign command works as follows;-

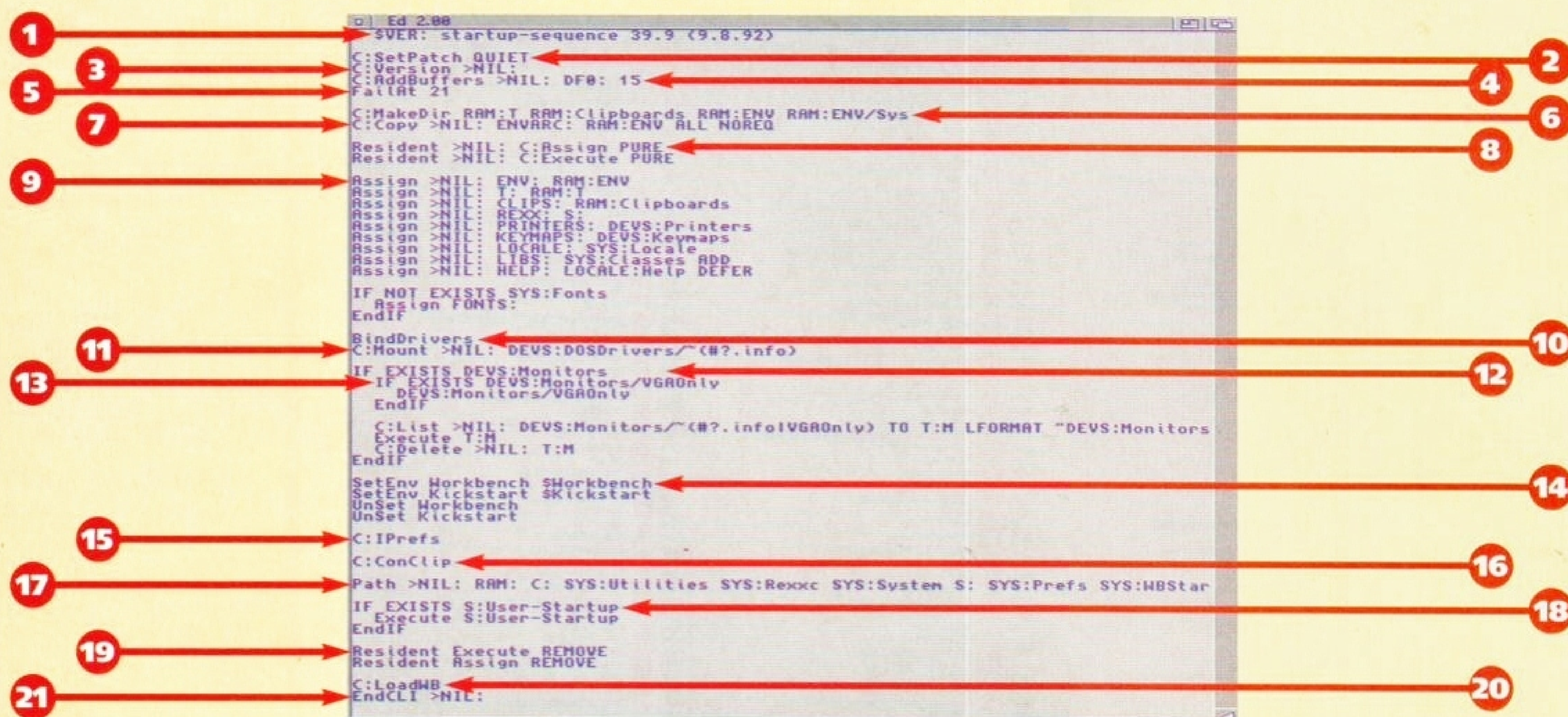
```
Assign Diskname: Pathname
```

Diskname is the name of the floppy disk, while pathname is where the contents of the floppy are stored on disk. So, say you wanted to play Silent Service 2 from a drawer called Sub on a hard disk called HD0, you would need two assigns (because the game comes on two floppy disks) like so;-

```
Assign SSIIa: HD0:Sub
Assign SSIIb: HD0:Sub
```

One word of caution – when you want to delete an assigned drawer, you have to remove the Assign(s) from the Startup-Sequence or User-Startup files, and reboot. Otherwise you get error code 202 (object already in use).

THAT WORKBENCH 3 STARTUP-SEQUENCE IN FULL



```
Ed 2.00
;$VER: startup-sequence 39.9 (9.8.92)

C:SetPatch QUIET
C:Version >NIL:
C:AddBuffers >NIL: DF0: 15
FailAt 21

C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ

Resident >NIL: C:Assign PURE
Resident >NIL: C:Execute PURE

Assign >NIL: ENV: RAM:ENV
Assign >NIL: T: RAM:T
Assign >NIL: CLIPS: RAM:Clipboards
Assign >NIL: REXX: S:
Assign >NIL: PRINTERS: DEVS:Printers
Assign >NIL: KEYMAPS: DEVS:Keymaps
Assign >NIL: LOCALE: SYS:Locale
Assign >NIL: LIBS: SYS:Classes ADD
Assign >NIL: HELP: LOCALE:Help DEFER

IF NOT EXISTS SYS:Fonts
  Assign FONTS:
EndIF

BindDrivers
C:Mount >NIL: DEVS:DOSDrivers/~(#?.info)

IF EXISTS DEVS:Monitors
  IF EXISTS DEVS:Monitors/VGAOnly
    DEVS:Monitors/VGAOnly
  EndIF

  C:List >NIL: DEVS:Monitors/~(#?.info|VGAOnly) TO T:M LFORMAT "DEVS:Monitors
  Execute T:M
  C:Delete >NIL: T:M
EndIF

SetEnv Workbench $Workbench
SetEnv Kickstart $Kickstart
UnSet Workbench
UnSet Kickstart

C:IPrefs

C:ConClip

Path >NIL: RAM: C: SYS:Utilities SYS:Rexxc SYS:System S: SYS:Prefs SYS:WBStar

IF EXISTS S:User-Startup
  Execute S:User-Startup
EndIF

Resident Execute REMOVE
Resident Assign REMOVE

C:LoadWB
EndCLI >NIL:
```

1 This is a comment. Any line that begins with a semi colon (;) is never executed – it's purely for humans to read. This line just says what version the Startup-Sequence is and when it was written.

2 Setpatch is a constantly updated program to patch any subtle errors that are built into Kickstart 3. Rather than having to rip the machine apart and fit a new ROM chip, this program fixes those problems. New bugs are found all the time, so if you see a newer version of Setpatch, copy it. I can't see Commodore protecting their copyright on this program without losing an awful lot of face.

3 Version returns the current version of Kickstart and Workbench. It can also be used to check the version number of programs and library files. Library files are updated much more often than Setpatch, and some programs need a particular version of a library file in order to operate.

4 Addbuffers is used to control how much memory is used by a disk drive for buffering information. Have you noticed that Workbench often finishes a job, but the disk light stays on? That's because some of the information is still flowing between disk drive and buffer memory. In this case, it produces a modest increase in average floppy drive speed.

5 Failat sets an error code limit – in other words, how bad things can get before a Startup-Sequence fails. 21 is quite high, which means that even if the Startup-Sequence cannot find a disk, drawer or file, it will keep executing.

6 Makedir creates a new directory, in this case four new directories all in the RAM disk. T is used for temporary storage, clipboards are used for exchanging information between programs and ENV is used to store Environment data – the exact setup. Sys is inside ENV, and is used for Preference settings. Having all these in RAM means that all programs can access them without disk swaps, and the memory consumption is very small.

7 Copy copies any permanent environment settings into the ENV directory in the RAM disk. Notice that any messages produced by the copy program will not be printed. Instead they will be dumped in NIL:, Amiga limbo land.

8 Resident copies a command from the C directory and stores it in memory, which saves putting a Workbench disk back in the drive when you want to use a command. However, commands can be quite big, so don't make too many resident or you will not have enough memory to run any of your programs! Notice the PURE flag – which means the program must not interfere with other programs. Programs are like people, sometimes they are pure but mostly they ain't.

9 Assign is used to tell the Amiga where to find the contents of a disk without having to insert a floppy disk. ENV, T and CLIPS are all assigned to the RAM disk. That's why they have to be created first, because everything in the RAM disk is deleted when you reset the machine. Rexx is a special disk used by ARexx, and all ARexx scripts should be in the S directory with the other scripts. Locale is usually a separate floppy disk, but can be created on a booting hard disk. This line saves inserting the Locale disk on a hard drive setup. DEVS is automatically assigned on reset because the Amiga NEEDS a Devs drawer on the boot disk in order to use external devices. Keymaps, Printer Drivers and CrossDOS live in DEVS. As well as looking at the LIBS drawer on Workbench for libraries, the Amiga will also look in the Classes drawer. The ADD flag means the Amiga will check both directories for a given library. Finally, the Help drawer is assigned to the Locale drawer, assuming it exists. If it doesn't exist, you won't get an error because of the high FailAt number.

10 Bindrivers starts up all peripheral drivers (assuming that they are on Workbench). This is necessary if you want the Amiga to use external devices like printers.

11 Mount is used to mount any add-on drivers, for instance CrossDOS. It is also used to mount (connect to the Amiga) non-standard devices which have their own custom drivers. Anything that is in DOSDrivers and which has an icon (.info file) gets set off, so to speak.

12 If Exists is used to see if a drawer or file is available. If there isn't a fonts drawer on your Workbench boot disk, hard or floppy, then every time a font has to read from a disk, the Amiga will ask for a disk called Fonts. The EndIf command marks the end of this checking procedure.

13 If Exists. You can have several If Exists statements. This looks really complex, but what it boils down to is that if you have a particular monitor setting, then the Amiga will pick it. A special check is required for VGAOnly, because this limits you to very high resolution. Otherwise, the script is copied to a file called M in the T directory, executed and deleted.

14 Setenv seems a bit pointless at first. It makes a variable in the ENV: drawer, and sets it to the second variable. Unset removes this setting, but leaves the variable intact. If you try examining the Kickstart and Workbench variables in the ENV disk, you will find that rather than containing the words "Kickstart" and "Workbench" they contain the version numbers of both products. This is used mostly only on specialist Amiga systems with more than one Kickstart or Workbench.

15 Iprefs is the program that turns on all your preference settings, from ENV:Sys. If you managed to remove all the >NIL: settings from last month's tutorial, you will have noticed that Iprefs put up a requester saying "Please close all Windows". That's because you're not really supposed to – but I just love winding up this little so and so. Just click on Cancel to get rid of the requester. Oh yes, note that nothing gets displayed until IPrefs is run, which is why you don't often see the initial AmigaDOS and CBM copyright message on Workbench 3 machines.

16 Conclip starts up its own Shell process, and lets you cut and paste words from a Shell into CLIPS:. As you can do this anyway, it is largely a redundant feature for everyday usage, but it is worth leaving in because you never know when you need to cut some text messages from a Shell and copy them into a word processor to prove to Commodore that there may be a bug in the operating system. Once in a blue moon usage.

17 Path is used to tell the Amiga where to look for any files that it normally can't find. It will look through all those drawers for a given command, library file or whatever before it gives up. This is a very useful command, because it enables you to organise your data as you wish without giving the Amiga a nervous breakdown.

18 If Exists again! If there is a User-Startup file in the S directory, it gets executed. Otherwise EndIf aborts the process, as usual. You can never use an If without an EndIf.

19 Resident command, this time removing the Assign and Execute commands from RAM, and giving you more workspace. Resident commands save on disk swaps and run a lot faster, because the RAM disk has no moving parts and therefore works faster than a floppy or even a hard disk.

20 LoadWB loads Workbench. Without this command in a Sartup-Sequence or User-Startup script, you can't get to Workbench.

21 EndCLI aborts any Shell process, in this case it aborts the Startup-Sequence, leaving you just looking at Workbench.

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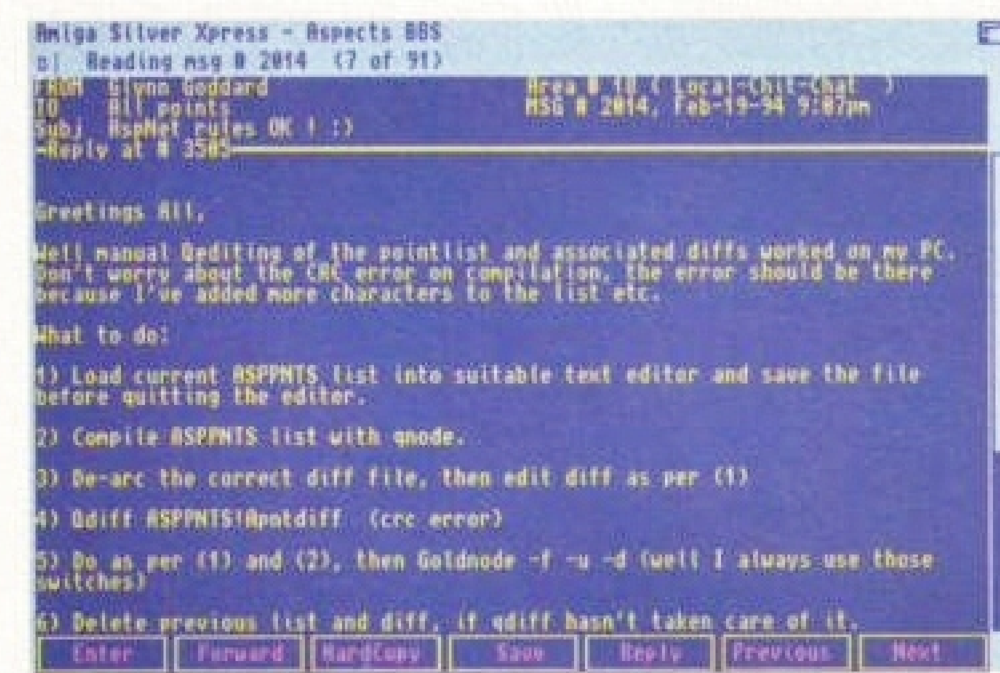
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Reading and writing messages on-line is expensive and unnecessary. Not only are you risking running up a huge phone bill, but you are also preventing other people getting on to the Bulletin Board Service (BBS). What you need is a way of reading and writing messages without being on the phone. In fact, what you need is an Off-Line Reader (OLR).

An OLR enables you to squash down all the messages you want to read into one file. You then download this file before hanging up the phone and using the OLR to read and reply to the messages at your leisure.

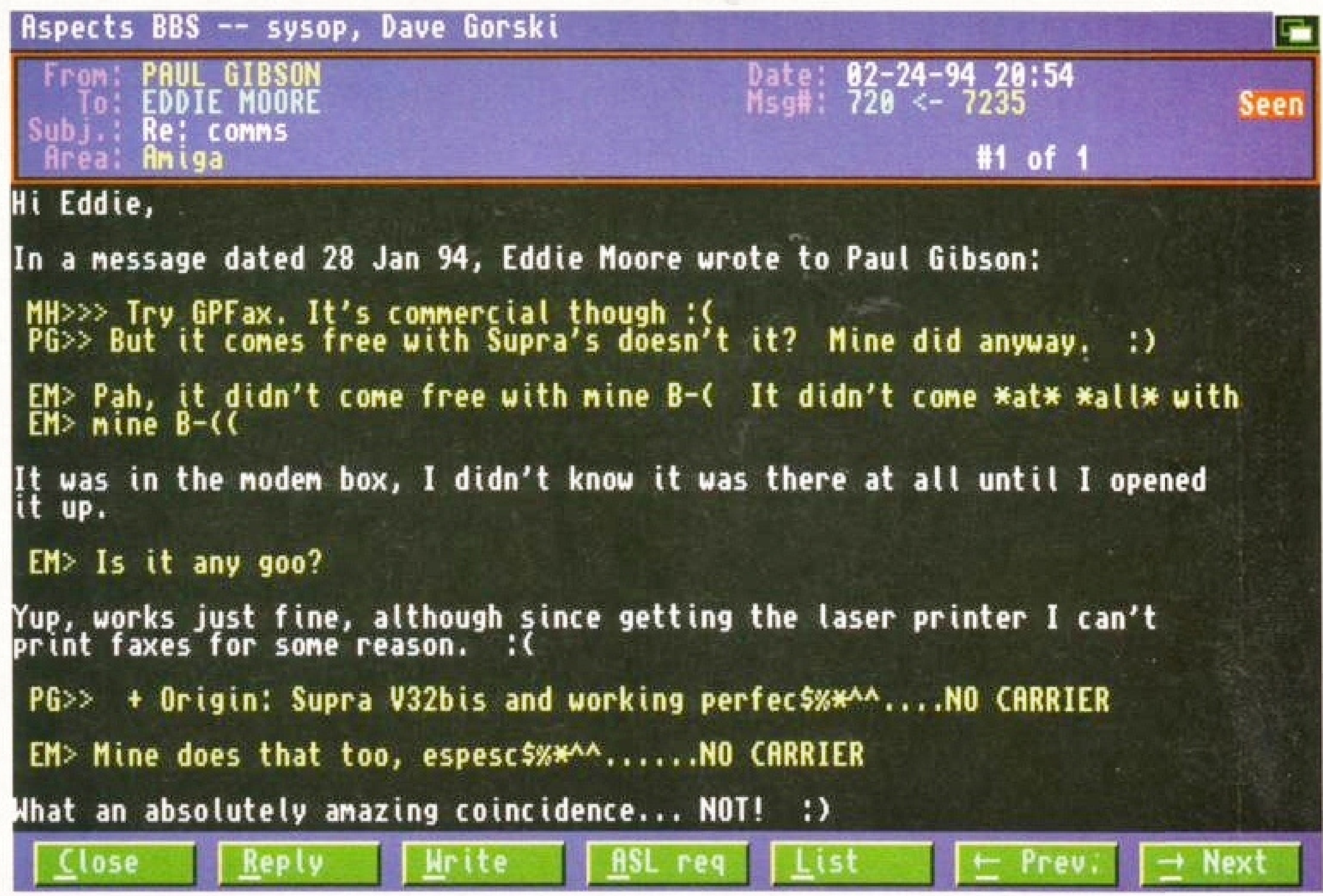


If the BBS you get your messages from supports the *Silver Xpress* standard you could use the Amiga version.

Once you've finished, you can compress your replies into a file and upload this to the BBS. This means that you will only need to spend a couple of minutes actually connected to the BBS, thus making your phone bill less of a headache.

You can also take your time considering how to reply to a message without the pressure of watching the phone bill mounting, so your replies are going to be more relevant and less rushed.

The two most widely-used OLR programs on the Amiga are *Silver Xpress* and *Q-Blue*. Both of these use the popular QWK format, which describes how the BBS stores and compresses the messages you read. *Silver Xpress* can also use the Xpress format, which is widely used on PC-based BBS, and *Q-Blue* can also use the popular Blue Wave format.



One of the best Off-Line Readers available is *Q-Blue*, written by Paul Kienitz. An OLR enables you to create and read messages at your leisure while keeping the on-line cost of your telephone bill to a minimum.

If you aren't sure which is for you, check with the Sysop of the BBS you are planning to use to see which format would be most suitable.

The first time you call the BBS you will not be able to post messages immediately because the Sysop will check that you are who you claim to be to stop people sneaking on to the network under false pretences and sending offensive messages.

You will need to set up a few details, such as which message areas you want to read and what form of compression you should use. Once you have worked out how to get the BBS to squash and send your messages you could even write a script to automate the process. Both *NComm* and *Term* have powerful scripting languages designed for just such a purpose and some BBS will also have scripts for this purpose ready for you to use.

There are some people out there who will tell you that comms is a bad idea unless you have a fast and expensive modem and lots of money to cover the resulting increase in your phone bill. This is not true. All that's needed is a bit of caution and an ability to keep tabs on your phone bill.

I started out with a BT surplus V22 modem which cost me £25, and only moved on to a faster modem after several months when I was handling large amounts of mail and needed to speed up the process. There are several programs available which will help you work out the approximate cost of your calls from the call log of your comms program. Alternatively you could always use a stopwatch and notepad.

But, if you find a good BBS a local phone call away, calling it could soon be like nipping down the pub for an orange juice with a few friends.

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Don't forget that you can call Spong!, the *Amiga Format* Bulletin Board which offers a huge variety of E-Mail echoes; a comprehensive range of file areas (including programs mentioned in *Amiga Format*) and a wide selection of on-line games. All speeds up to V32bis are supported. Get in touch now by calling: 0225 311647.

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All BBS carry a range of message echoes on subjects as varied as AMOS to zoology, *Star Trek* and sausages. E-Mail enables you to participate in these discussions and express your opinions.

The specific details of sending a message vary between Bulletin Boards, although many options are constant between boards. For instance, when you are reading a message, the R key will allow you to send a reply, and the W key to write a new one. Remember to keep your messages relevant, so don't post a message asking for help solving *Monkey Island 3* in the AMOS programming echo.

If you are looking for a specific echo, you may need to look on several Bulletin Boards. There are a number of E-Mail networks and not all BBS belong to all networks. Alternatively, tune in to *Amiga Format* next month when we will be a looking at the networks and the subjects they cover.

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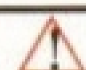
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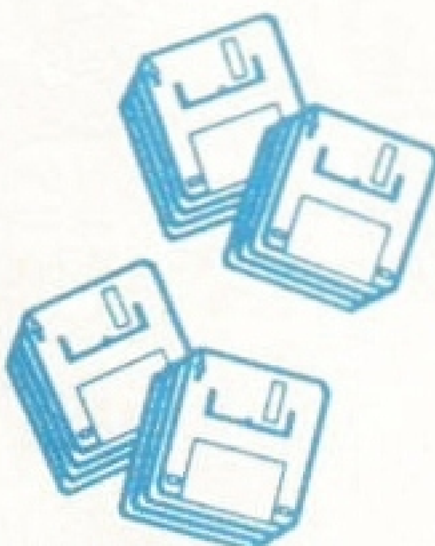
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GETTING TO GRIPS WITH IMAGINE

Part 6

Brian Larkman shows you how to create interesting and complex shapes using the Mold requester.

MOLDING

All of the shells pictured here were extruded from simple profile forms using *Imagine 2*'s extremely versatile Mold command.

ALMOST EVERY 3D modelling system offers two basic methods to construct objects from simple profiles. These are called Extrusion and Latheing. In *Imagine* both methods come under the heading of Molding. Two other Molding tools are also offered by *Imagine*: Replication and Conform To. These will not be covered in this tutorial but they are quite straightforward once you understand Extrusion.

At their most basic, the procedures of Extrusion and Latheing are quite similar. A profile or cross-section must first be constructed using AddLines mode, and then copied and moved repeatedly, each point on the copy being linked by more lines to equivalent points on the original.

All of the faces created in the process must be triangular so extra lines are added to ensure this. If the chosen Molding is Extrusion, the copy is just pushed back along the Y axis (into the screen from the Front View) to form an object such as a picture frame or motorway crash barrier. If the Molding method is Latheing (called Spin or Sweep in *Imagine*) the profile copy is pushed back and rotated around the Z axis to form a wine glass or turned chair leg.

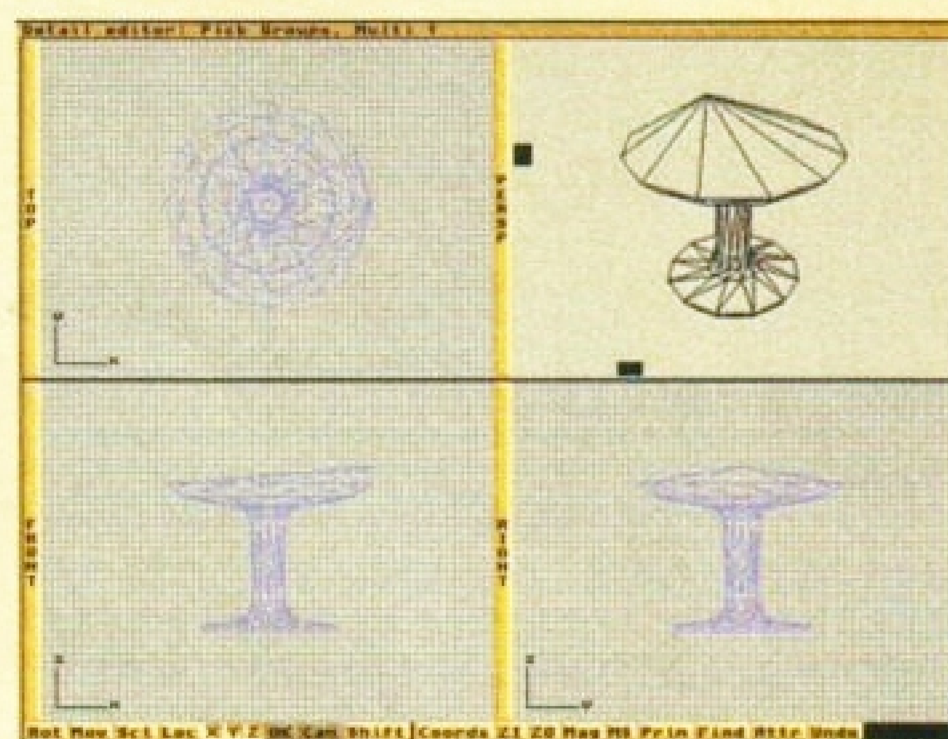
In fact, Extrusions can be rotated as well as having their X and Z axes scaled so the clear cut difference between Latheing and Extrusion begins to break down. Extrusion is by far the most powerful and therefore complex tool in the Mold Requester so we'll concentrate on that.

The parameters for Replication are identical to those for Extrusion except the starting object is not a profile but a complete object. Try using a small Primitive Sphere or a simple 'Slat'. The Conform To tools can only really be understood by trying them - especially Conform To Path; a totally contrary tool!

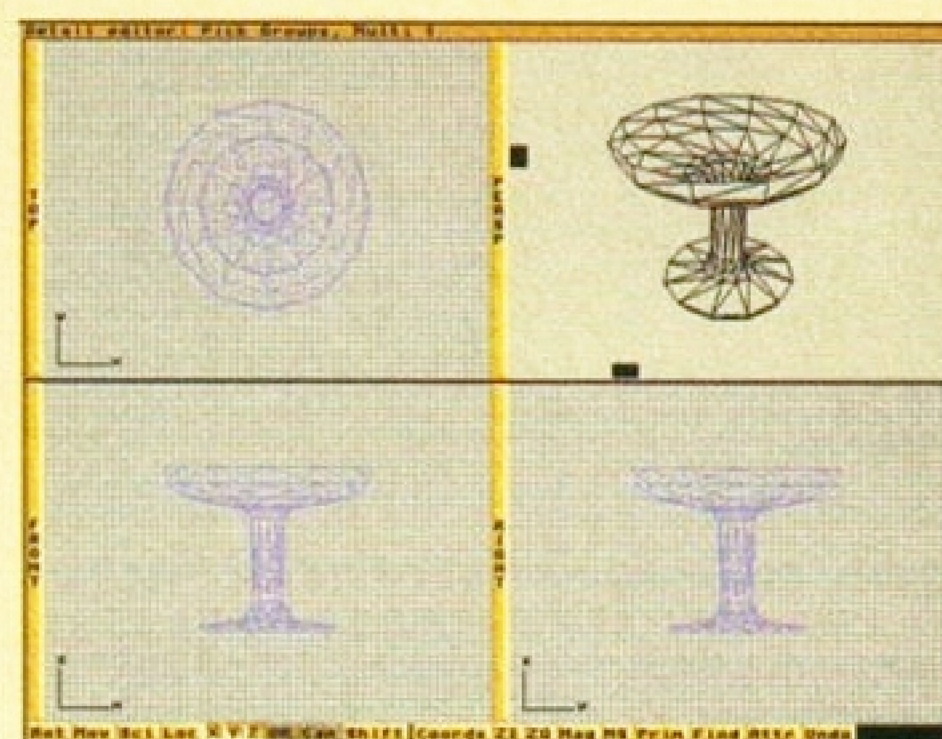
If your versions of these tutorials turn out differently you may have some parameter slightly different or, more likely, some profile set to a different size. Compare the size of your screen grid and profile with each other and those shown in the illustrations. The relative sizes are quite important. The Mold tool is used in the Detail Editor. It is assumed that you have followed most of the previous tutorials in this series and therefore know how to Quickrender, set up the Stage and do the final renders.

Continued overleaf ☛

SPIN AND SWEEP



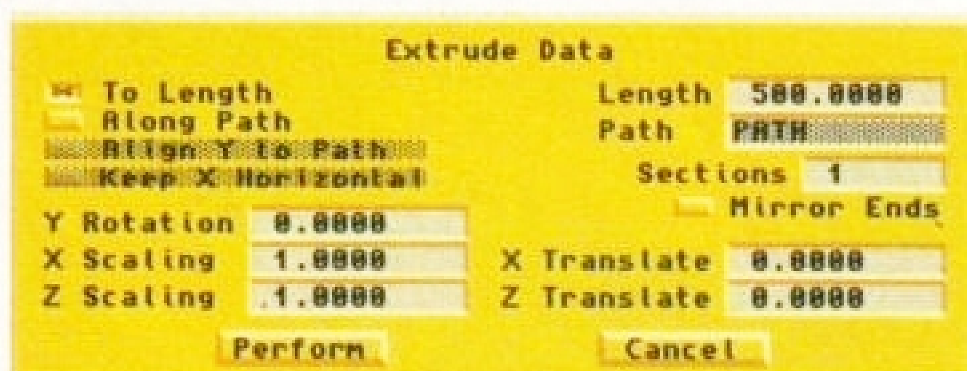
1 The difference between the Spin and Sweep functions is best illustrated by example. Add an axis using Functions/Add/Axis or F4. Using Mode/AddLines in the Front View create a suitable profile of the classic wineglass. Then select Object/Mold/Spin and click on Perform (accept the defaults for now). Notice the curious cone at the top of the glass.

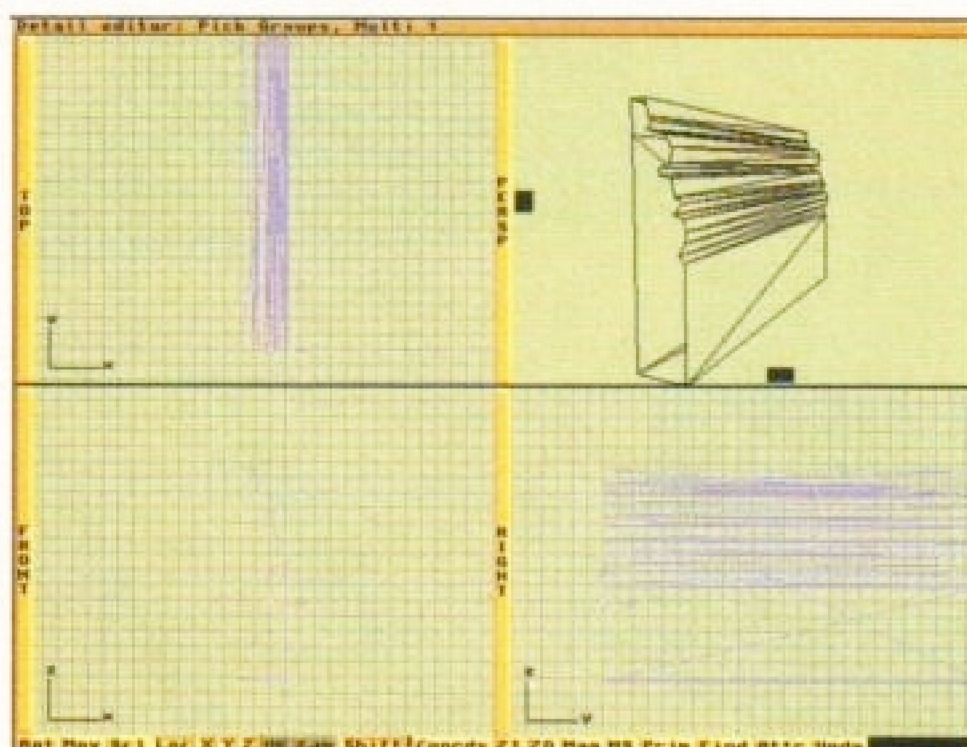


2 Use Project/Undo and then repeat the Spin process described on the left, but choose Sweep instead of Spin. This time the expected wineglass is produced. Basically, Spin is intended for objects with an interior surface, such as solids, whereas Sweep produces 'skin' objects. If you use Spin make sure that the first and last points lie on the vertical Z axis.

EXTRUDE

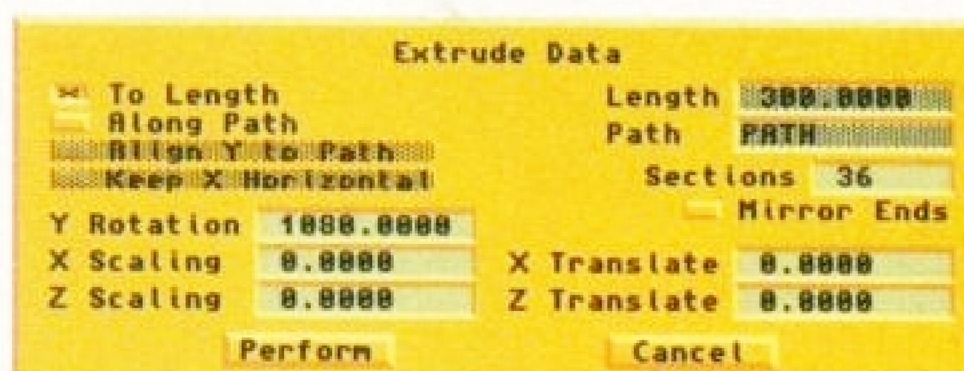
How to extrude three-dimensional objects from two-dimensional ones.

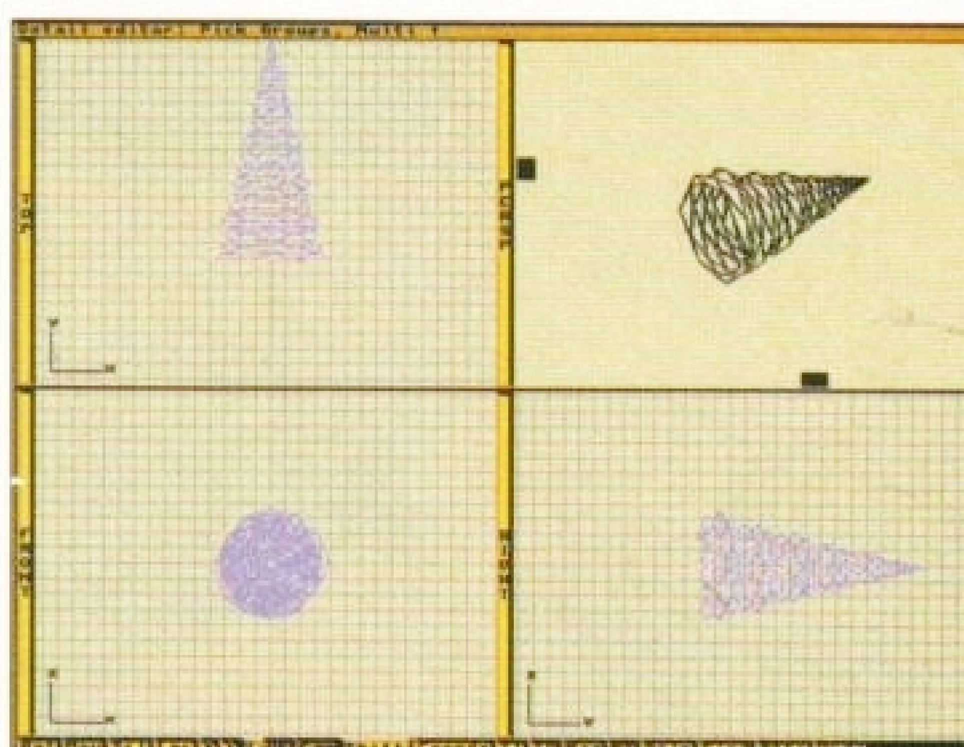




1 Plain Extrusion: Most of your basic objects will be created in this way. This creates a straight object using the profile as its cross-section.

Add an axis using Functions/Add/Axis or F4. Using Mode/AddLines in the Front View create a suitable profile of some wooden molding (use your imagination). When you are satisfied, click to create the last point on top of the first one. This will create a closed profile. Select Mold/Extrude and set Length = 500.

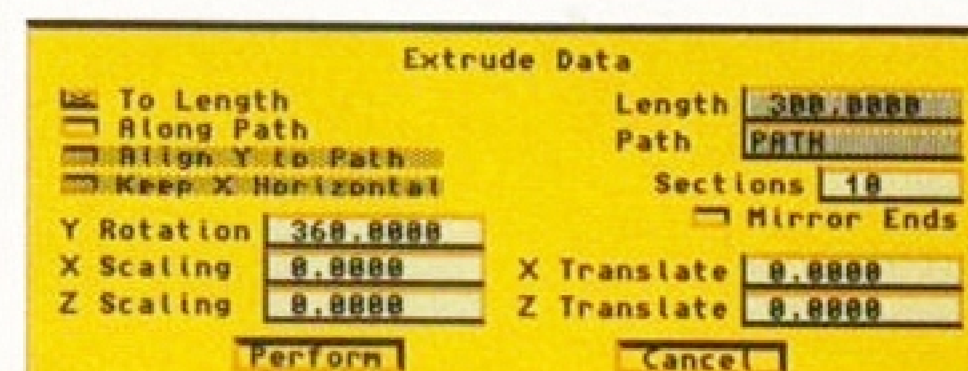


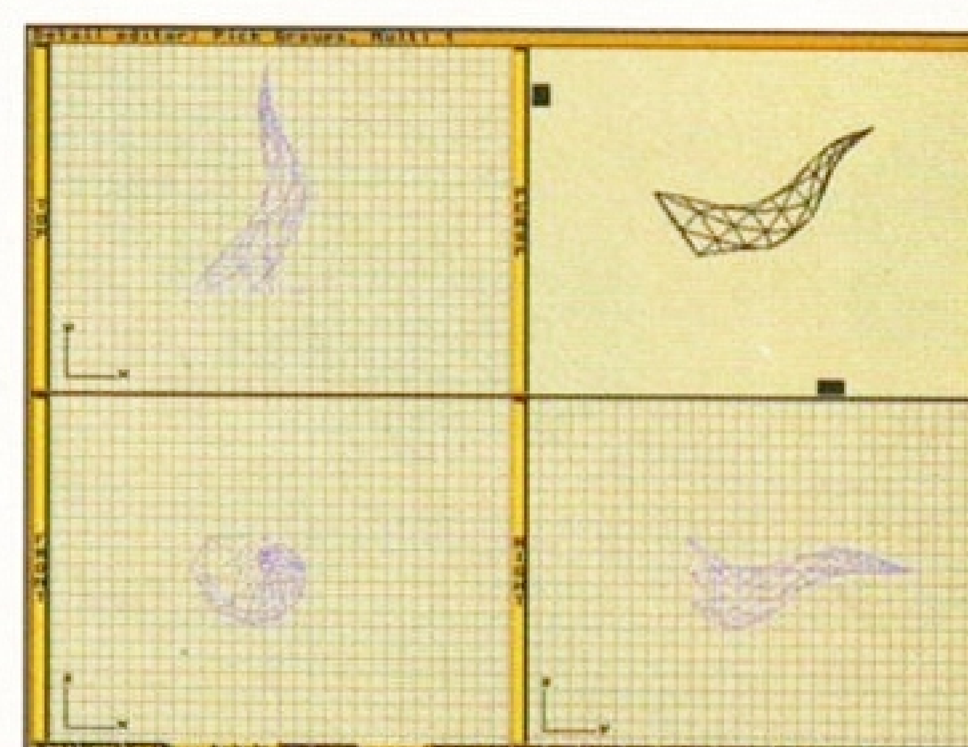


2 Corn Dolly: It is possible to rotate and scale the profile as it is extruding to produce a huge range of shapes depending on the parameters used and the position of the initial axis point.

Add an axis. Using Mode/AddLines in the Front View create a hexagonal profile of six points around the axis.

Select Mold/Extrude and set Y Rotation = 1080 (three turns = 3x360), X Scaling = 0.00, Z Scaling = 0.00, (final X & Y sizes as a proportion of the starting size) Length = 300, Sections = 36. If this is rendered with Phong turned OFF in Attributes it will retain the angular Corn Dolly look.



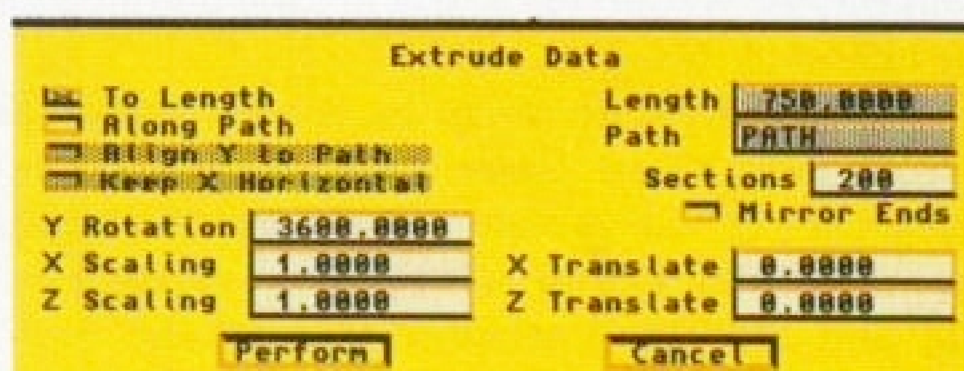


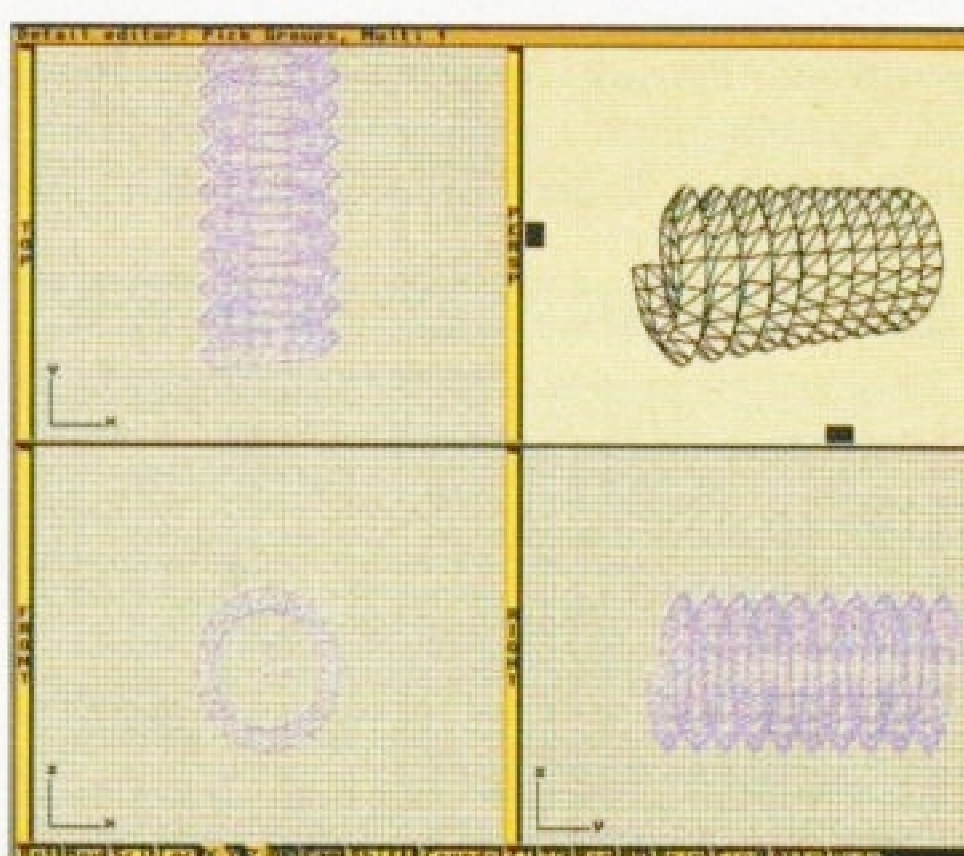
3 Cowhorn: If the profile is moved so that the axis is at its edge and then rotated, a horn shaped spiral is formed.

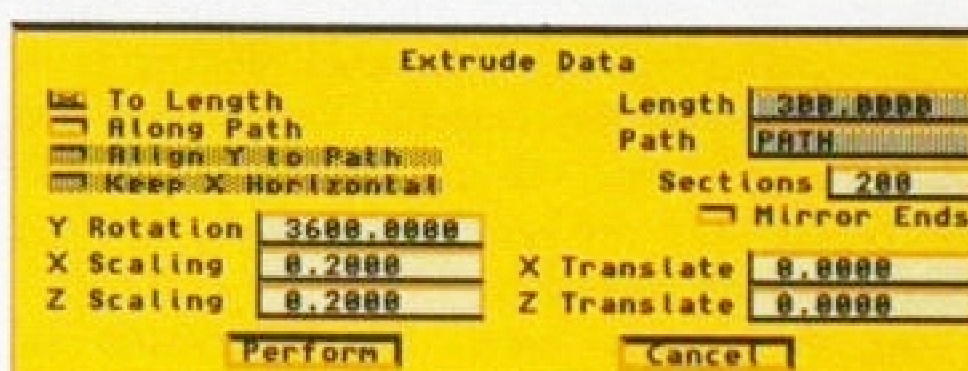
Add an axis. Using Mode/AddLines in the Front View create a hexagonal profile of six points, offset so that the axis is on the circumference. The position of the profiles axis sets the starting point for extrusions which also involve rotation or scaling elements. Select Mold/Extrude and set Y Rotation = 360, X Scaling = 0.00, Z Scaling = 0.00, Length = 300, Sections = 10

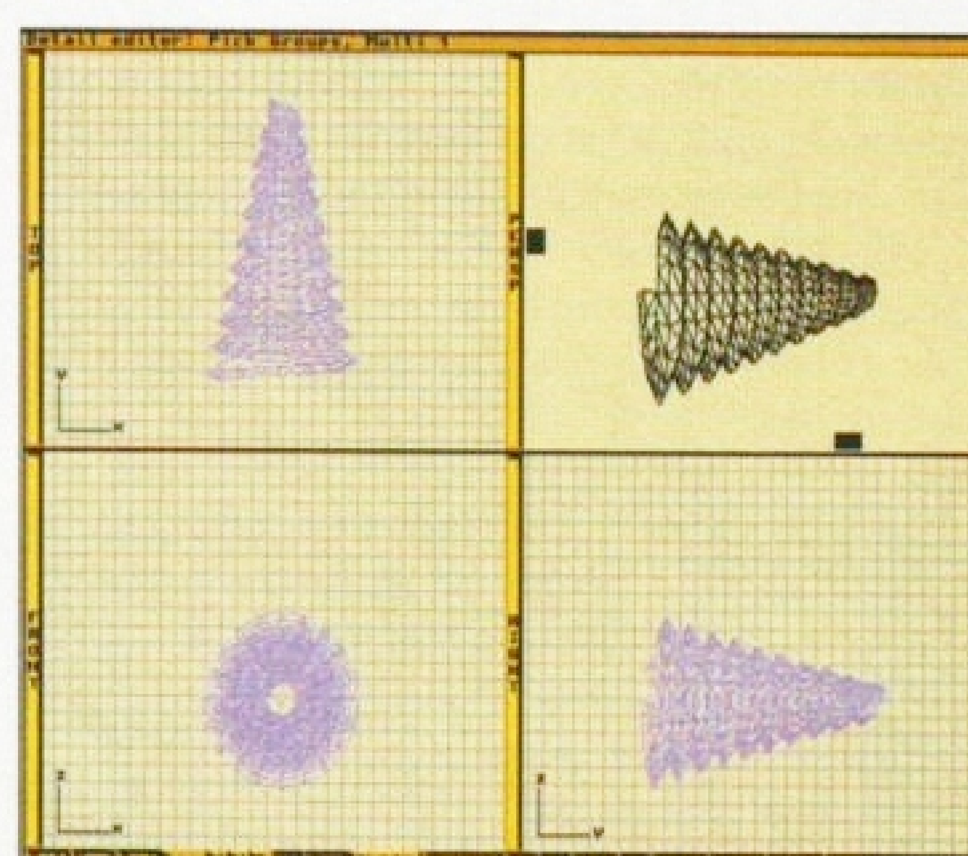
TOP PROFILE

How to extrude Imagine objects along variable axes using a .top down profile.









1 Coil Spring: one look at the corkscrew in picture 4 above shows you that its construction method was ideal. The turns have a flattened, blade-like cross-section because the profile was at right angles to the extrusion path. To produce a spiral with a round cross-section like a coil spring, the profile needs to be parallel with the extrusion.

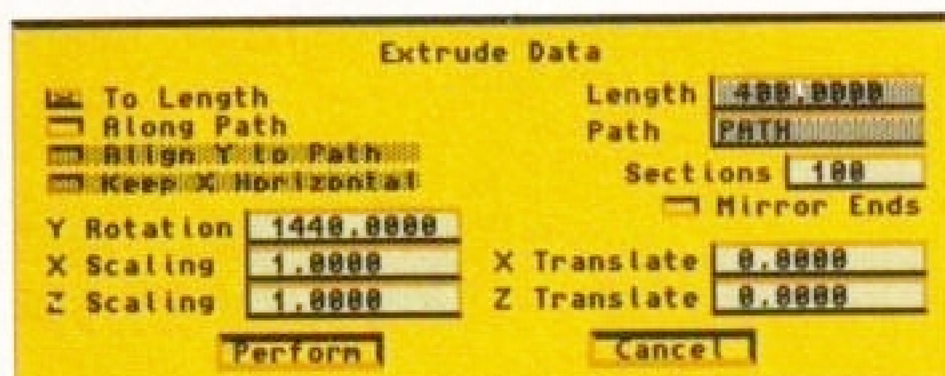
Using Mode/AddLines in the Front View create a circular profile of 12 points, offset by its diameter from the axis. Select Mold/Extrude and set Y Rotation = 1440 (four turns = 4x360), Length = 500, Sections = 100

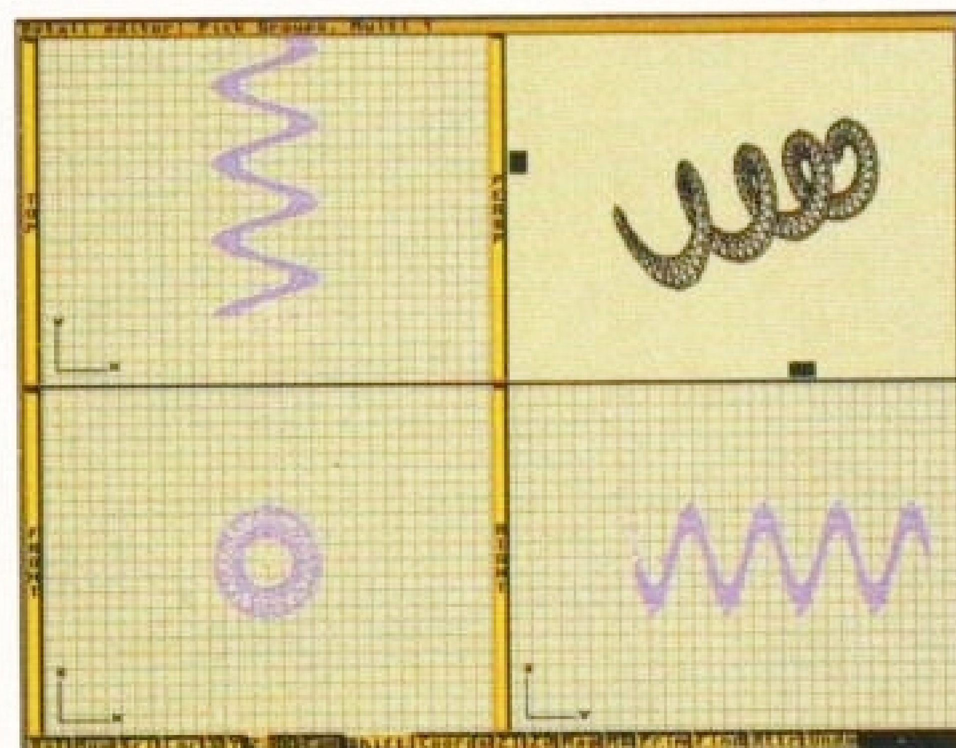
2 Threaded Bolt: the extruded profile does not have to be a closed section. For a threaded bolt or screw a simple V of three points will work well.

Using Mode/AddLines in the Front View create a V-shaped profile of three points, offset by 2 or 3 times its diameter from the axis (this will dictate the width of the bolt).
Select Mold/Extrude and set Y Rotation = 3600 (10 turns = 10x360), Length = 750, Sections = 200.

3 Wood Screw: if X and Z scaling are used as well a reasonable wood screw can be made using the same V profile.

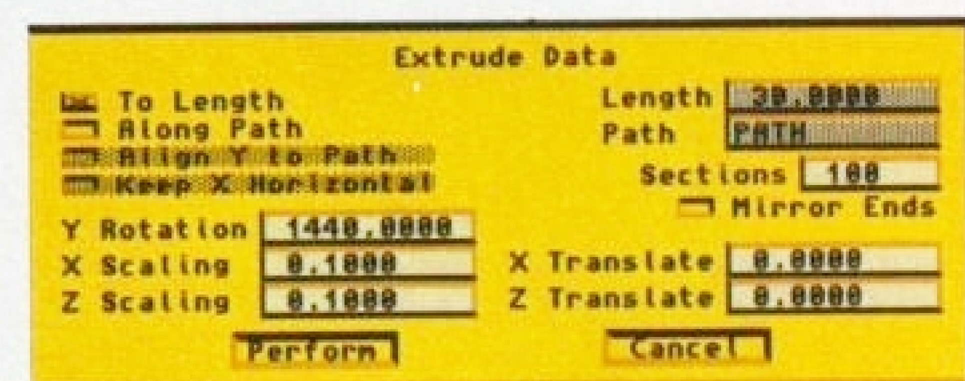
Using Mode/AddLines in the Front View create a V-shaped profile of three points, offset by two or three times its diameter from the axis. Select Mold/Extrude and set Y Rotation = 3600 (10 turns = 10x360), X Scaling = 0.00, Z Scaling = 0.00, Length = 300, Sections = 200. (With a slight change of profile - a U shape instead of V, a sea shell shaped like a unicorn horn is formed.)

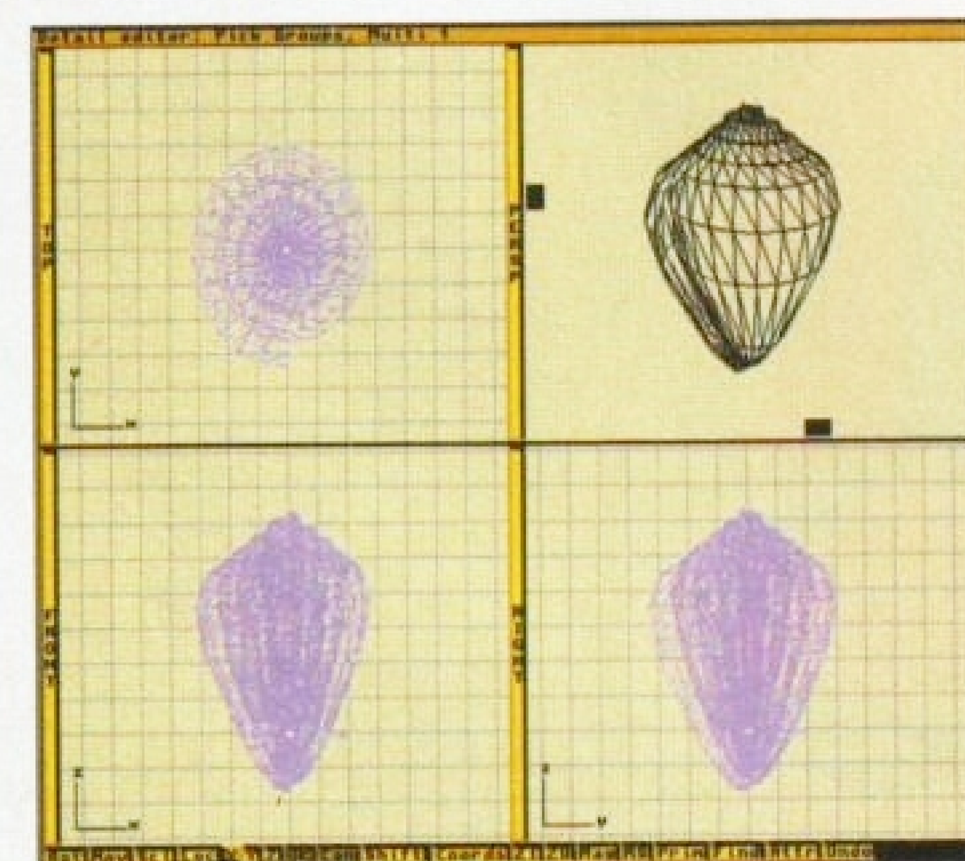




4 CorkScrew: If the profile is moved right away from the axis and rotated, a helical spiral is formed.

Add an axis. Using Mode/AddLines in the Front View create a hexagonal profile of six points, offset by its diameter from the axis. Select Mold/Extrude and set Y Rotation = 1440 (4 turns = 4x360), Length = 300, Sections = 100. The tip of the screw will need some point editing to make a point. Add a stem (drag the first section back away from point) and wooden handle.





4 NeckLace Shell: if a long Profile and short Length is used, winkle, snail and necklace shells can be produced.

Using Mode/AddLines in the Front View create an oval or complex curved profile, with the axis at the intended centre (the edge of the oval).

Using the complex curve profile select Mold/Extrude and set Y Rotation = 1800 (five turns), X Scaling = 0.00, Z Scaling = 0.00, Length = 30, Sections = 200. With the oval profile try Y Rot = 720 (two turns), X Scale =0.2, Length = 30, Sections = 50

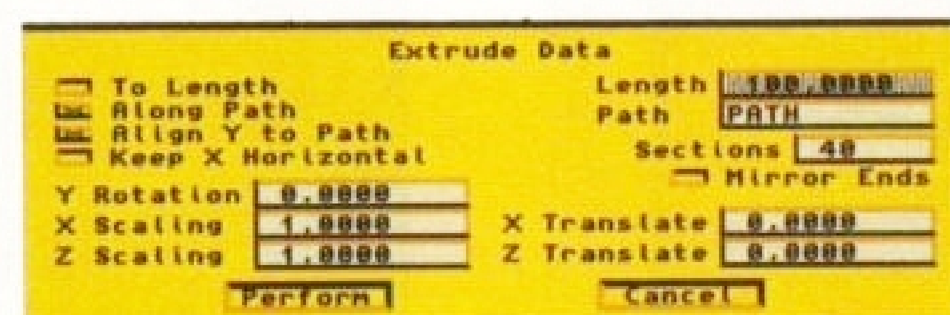
SPLINE PATHS

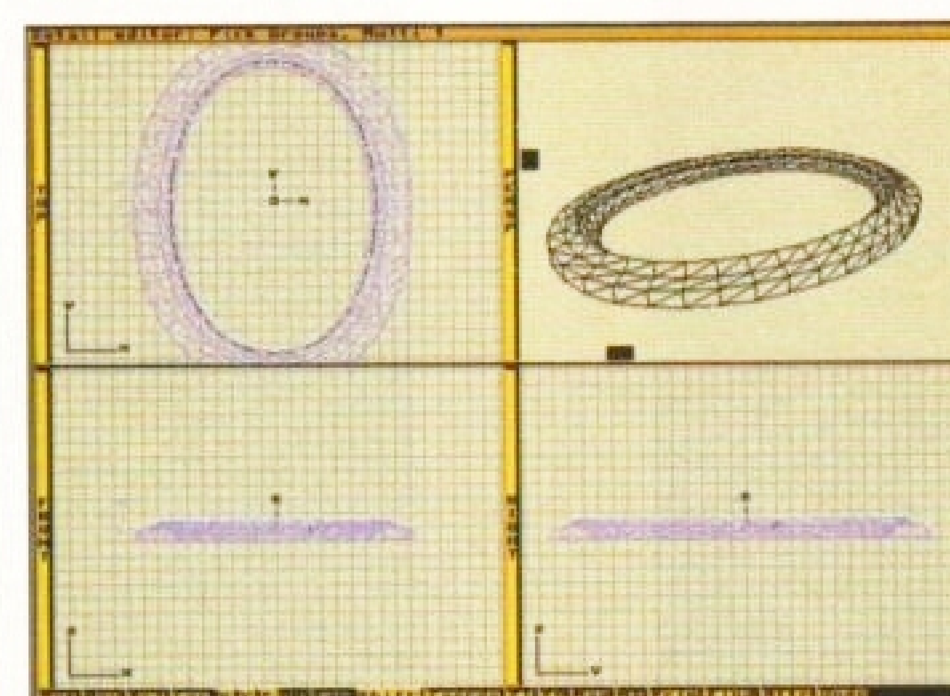
How spline paths can be used to Extrude Along.

1 Paths can be made using Functions/Add/Open or Closed Path (to give a two-control point path) or by Add(ing) several Axis points, multi-picking them (hold down the shift key) and selecting Object/MakePath.

A Path can also be given additional points by picking it and selecting Functions/Fracture or it can be edited using Mode/EditPath. Because it is a Spline Path, selecting a point in EditPath mode and rotating it bends the whole section of the curve, allowing complex paths to be made.

EXTRUDE ALONG PATH



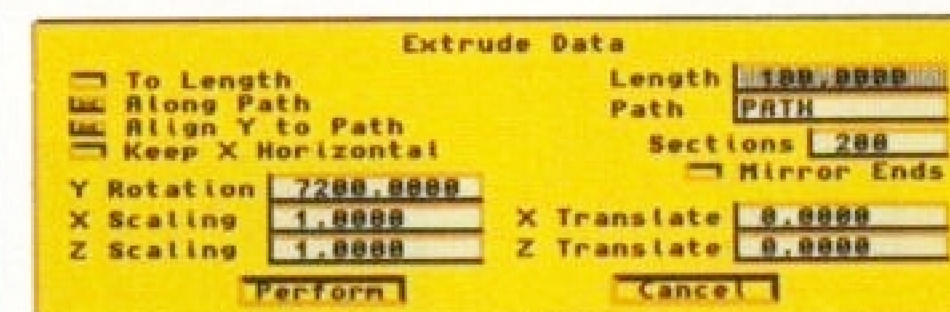


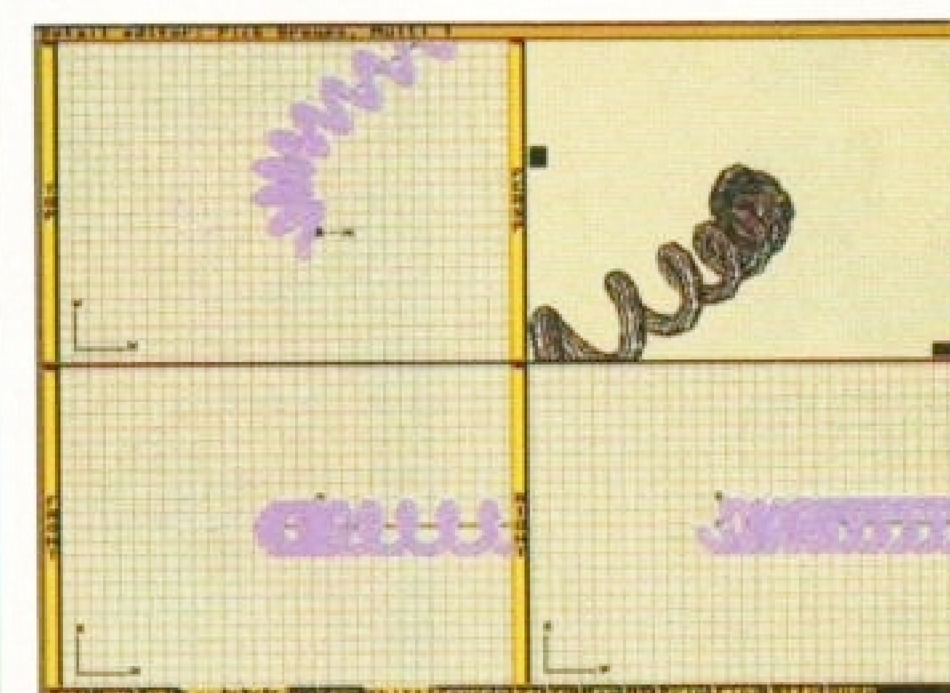
1 Oval Mirror Frame: the simplest form of Extrude Along Path pushes the basic profile along a named path. You can choose to align the profile's Y axis with the path or not, and to keep the profile's X axis horizontal - or not.

Using Mode/AddLines in the Front View create a suitable profile of a mirror frame cross-section. Select Functions/Add/ClosedPath to close up the profile.

You may need to make the oval path larger. This can easily be achieved by moving the two control points further apart (just click and drag them). With the profile picked select Object/Mold/Extrusion and set Along Path, Align Y to Path and 30 or 40 Sections.

The more sections you make, the gentler the curve on the completed object. Remember that making the objects too complicated wastes memory though, so only use as many sections as you need for the final image.



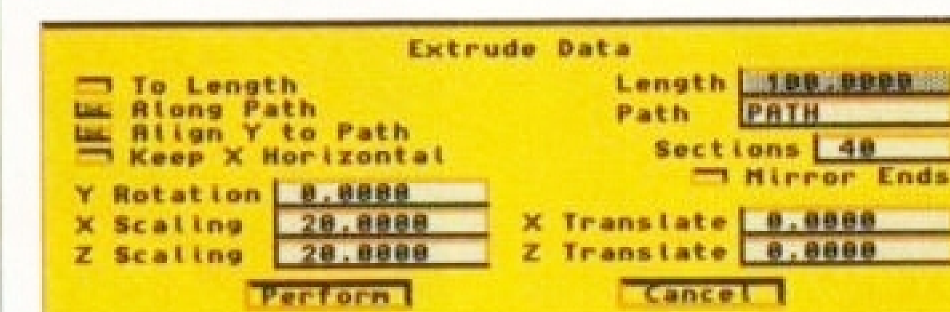


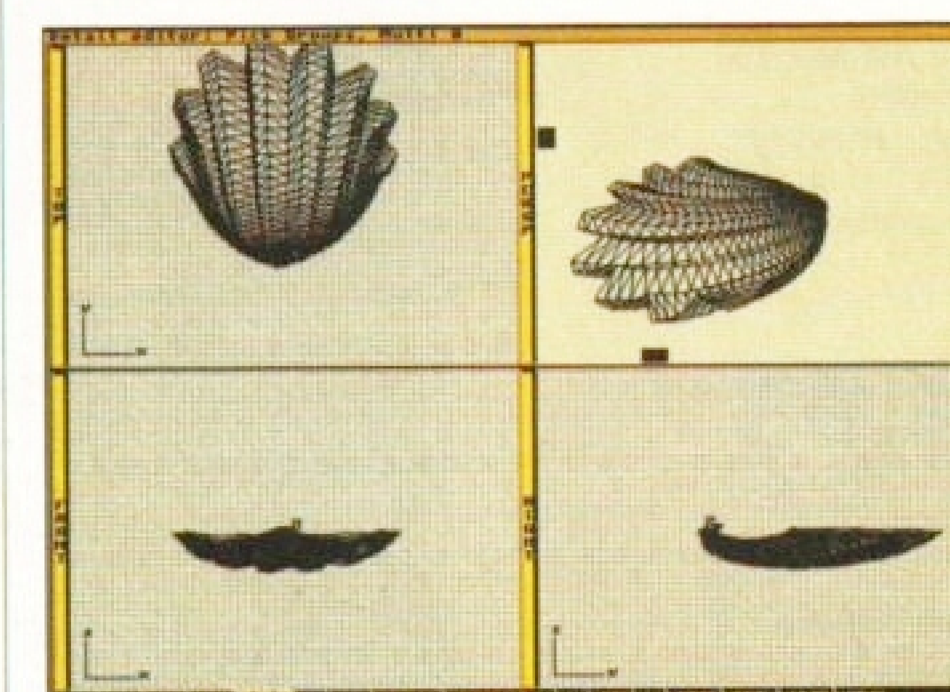
2 Curly Cable: the normal extrusion parameters all work with Path Extrusions so a Y Rotation can be added to give the effect of a telephone 'curly cable' snaking along.

Using Mode/AddLines in the Front View create a circular profile of 12 points, offset by its diameter from the axis.

Select Functions/Add/OpenPath. Use Mode/EditPath to produce a suitably convoluted path. You can add extra control points by selecting one end and using Functions/Fracture.

For a really complex Path use Add/Axis a number of times and Object/Make Path. In this case you will need to rename the resulting path in the Attributes Requester to PATH or check its name there and type it in the Extrusion Requester. Select Mold/Extrude and set Along Path, Align Y to Path, Y Rotation = 7200 (20 turns), Sections = 200. You may need to adjust the last two depending on the length of path.





3 Oyster Shell: X and Z Scaling also work with Path Extrusions so a small profile can be made to curve along a path and fan out at the same time. With a lot of fiddling a reasonable oyster or scallop shell can be made. (yes, that's what they are supposed to look like

Produce a zig-zagging profile using Mode/Addlines. Construct a path and then extrude the profile along it as shown in the illustration on the left. The extra depth of the profile indentations is to overcome Phong Smoothing's habit of smoothing everything out. The object may look great in wireframe, but it won't look so hot in the finished image.

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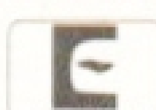
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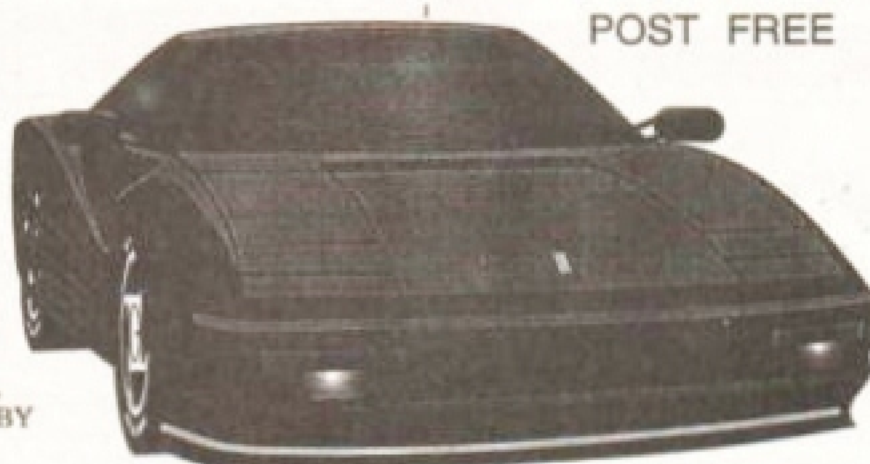
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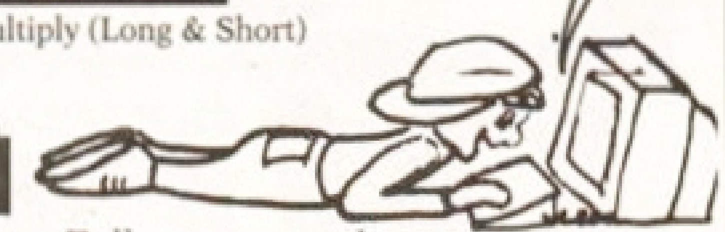
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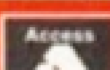
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A WORD FROM THE ED

THERE'S AN ATMOSPHERE of change at Commodore. Just recently, I was at the launch of the Amiga Centres of Excellence at Pentrefoelas in Wales. Speaking to Dawn Levack, and Kieron Sumner of Commodore, I could sense a new confidence.

After a year of setbacks, and occasional near disasters, the company is facing the future with new leaders, new products, a new after-sales service and a new dealership chain. Things haven't looked this rosy since the halcyon days when Commodore were selling the dear old Vic-20s and C64s by the bucketload.

Commodore are happy to confirm that tomorrow's AAA machines will be backwardly compatible with today's software (as long as it complies with developer guidelines), and they aren't denying the possibility of an A1200 CD drive in the same disturbing way they were a couple of months ago. There are even new high-end machines to be unveiled before you read this. We'll bring you full details next issue.

Altogether, this has been a great month to be an Amiga owner. There may have been times in all our minds when a console, PC or Mac appealed. But one thing that Amiga owners feel, and quite rightly, is a great loyalty to our machine. The determination of Commodore to maintain, strengthen and improve the brand has proved us all right.

Letters

Once again Marcus Dyson picks up your sack of letters, a stiff drink, and his blunted Swiss Army Knife before disappearing into the back room to contemplate your thoughts and opinions. Keep 'em coming! Send your missives to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

AMIGA YOUR MATS

I am Julie Shopping Trolley and I am a secret agent from your biggest rival, *Amiga Fivemat*, which makes us one mat better than you are. Now, we demand that you give us your four mats to make us *Amiga Ninemat*.

If you refuse to give up, we will be forced to set up an organisation with the soul (sic) aim to whip your mats out from right under your nose. So you better watch out!

Julie Shopping Trolley

We agree to give you all our mats. We realise that we are about to be assimilated, and that resistance is futile. And we've just got a new carpet. You'll have to collect them yourself though.

BLOB BLAB

Dear Mr Bloke or Mrs Bloke
Bliby blob blabbe blibby blabby blibby blob and blabby blobby blib blab blobish

Mr Blobby

Why is it that you people who write these wacky letters have got the most appalling grammar and spelling? And just look at my picture at the top left of this page! Do I look like a blobby bloke to you?

FMV VFM?

Full Motion Video is undoubtfully (sic) the future of home entertainment. However, I am concerned about the recent pricing of the FMV module for the CD^{32}. Although many people were surprised and pleased to learn that Commodore had launched it at under £200, I frankly *(Please don't call me frankly - Ed)* was disappointed.

Philips have launched their FMV module at £150. This includes some extra on-board memory, gives the CD-i extra graphic capabilities and can still offer FMV capabilities. Commodore could very easily sell their excellent FMV module at £150, or even £130.

In the meantime, I shall not be purchasing an FMV module for my CD^{32} until the price drops by at least £50. The asking price of £200 is daylight robbery, and frankly *(Look, I asked you not to call me that – Ed)*, too expensive. Of course, alternatively they could drop the price of the CD^{32}.

If Commodore don't drop the current price of the FMV module (or CD^{32}) they will undoubtfully (sic, again) lose the FMV war.

Richard Hutchinson, Hawley

That has to be one of the least adeptly argued letters I have ever read. You state that you won't buy an FMV add-on unless Commodore reduce its price, OR that of the CD^{32} itself. But since you already have a CD^{32} how could this latter action possibly save you any money? But thank you for telling us that Commodore could easily sell their FMV unit for £150 or less.

This infomation came as a great surprise to us at Amiga Format, *and I am sure that Commodore will be equally shocked to realise they don't have as clear an understanding of their overheads and profit margins as you do.*

Here at Amiga Format, *we think the CD^{32} is pretty reasonable value (it would be better at £250, and £199 would be a bargain), and the FMV add-on is attractively priced too. The fact that the huge, and financially secure, Philips have to offer their FMV unit as a virtual loss-leader to attract people to the failed CD-i format is no reflection on the value of Commodore's equipment.*

If you want to find out more about CD^{32} and FMV I can heartily recommend Amiga Format*'s own* Amiga CD^{32} *magazine, which will be in the shops, complete with a cover-mounted CD packed with games, early in April.*

THE BEST IDEA

We've got the best idea ever to improve the sales of games and decrease the amount of copied ones. Why don't people like Bullfrog, Ocean, and Team 17 put more things like posters, stickers, badges and objects that represent the game inside the box along with the disks and instructions. This would make people want to buy the game rather than have just the copy.

Michael Harris and James Tyrrell, Redditch

It's a good idea, and one which several companies have already adopted. Core's abysmal Blastar *came with a fabulous poster, and* Zool 2 *had a lolly, some Do Not Disturb signs, and more, in the box. Psygnosis even used to include a T-shirt with their games.*

But is that what people really want? Write and tell us!

Continued overleaf ☛

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Telephone by Neil Wilson of Great Barr

MISSED THE POINT – US?

I write in response to Art McKendrick's letter about autostereograms. He (and you all) seem to have missed the point – you don't need 3D glasses to see the picture, but you do need them to see it in 3D!!!

The confusion seems to involve those old-style 3D glasses that had one green eye and one red. Allow me to explain. 3D image perception relies on each eye seeing a slightly different image, that is why Virtual Reality helmets have two image screens in them. This is how the red/green glasses worked, with the TV picture containing red and green images that are slightly different and offset so that each eye sees only its own image because its opposing image appears dark through the particular lens in question. Get it!! Well I'm trying to keep it brief, but I am prepared to write a full article on it in greater detail.

The autostereogram principle is slightly different. This works on the theory that your eye reacts more slowly to dark images than to brighter ones. The glasses have a dark lens in one eye, so that eye gives a slow response. The brain automatically 'exposes' the image to balance it to the other 'non-darkened' eye. The effect of this is that one eye sees the frame before, which on a static image is nearly no different, but if the image moves, say in a panning shot, each eye sees different images due to the delay and a 3D image is perceived.

There is a little more physics involved which means that the movement has to be in a certain direction (on the 3D glasses that has to be left to right in the foreground), but apart from that, no other technique is needed, so all the 3D footage shot in 3D week used normal cameras and recording equipment. That is why you don't need special glasses to view it, but no 3D perception is seen without the glasses.

I don't know why you need a program to design these images, I've done it using a *DPaint* anim. If you want any further information, please don't hesitate to get in touch with me.

Steve Leatherbarrow, Abbots Langley

You are right about someone missing the point, Steve. But I am afraid that it wasn't us. This is an autostereogram…



The picture above is the Amiga Format logo. Now, you COULD create that in DPaint, *but it is better to use the* Random Dot Stereogram *program.*

To view the image hold the page in front of your face, about 10cm from your eyes (this is to de-focus the eyes), now draw the page back until it is about 45cm away. Don't attempt to focus on the page, but gaze right through it, and an image should begin to appear. Once you can see it, it becomes quite clear.

While we're at it, thanks to everyone who sent us letters about autostereoscopy and copies of the RDS program. We included the program on last month's Subscribers' Superdisk, and it is available from good PD companies.

GIVE 'EM A SLAP

I was reading an article entitled Choosing a Computer, from which I take the following quote:

'Many children will prefer you to buy them an Amiga or an Atari or a console in the shape of Sega or Nintendo and you may very well do so. However, don't be fooled that these platforms are anything more than entertainment. If you want to educate your children about computers or use your computer to educate them, the PC is the only one for you.'

What an idiot! The writer of this pathetic article obviously needs a good slapping, wouldn't you say?

Lisa Walters, Grays, Essex

We would! But just look at how this article was written, the author obviously has as much understanding of computers as they do of the English language. And we don't condone violence.

NAKED MEN

On returning home this morning with my newly purchased shrink-wrapped *Amiga Format Special*, I was appalled to find it contained a glossy magazine called *Women On Top*. If I wish to see such a magazine I shall buy one, I certainly do not want to have one forced upon me. I am glad that, as I live alone, no-one saw me open it. I am embarrassed to have it in the house, but I have no choice, because in my area the bins are not emptied till Thursday.

I have bought *Amiga Format* and its *Specials* for more than two years, I find them interesting, but if this happens again I shall stop buying them.

I would expect a higher standard from Future Publishing.

Margaret Cox, Stockport

Firstly, let me apologise that you were put through such a terribly, terribly distressing experience. And secondly, let me completely absolve Future Publishing of responsibility. We do not supply Amiga Format Specials *in shrink-wrap, and we have no association with the publishers of* Women On Top *magazine. It is the first time I have seen the euphemism 'glossy' used for a magazine full of naked people. But rest assured, if Future were to create a 'glossy' magazine, it would be of a far higher quality than* WoT, *and we wouldn't give it away with AFS either.*

COSTA DEL AMIGA

I was reading through my back issues of *Amiga Format* when I came across a letter from Richard Munden (Issue 41, December 1992) concerning the use of Amigas in the television industry. Well I work for a local television company on the Costa Del Sol, called MITV. And, you guessed it, we use Amigas to do all our computer effects, from simple titles to futuristic anims.

Our software is *Scala 500* and *Deluxe Paint 3*, two well-known packages to say the least. What we do on the Amiga couldn't be matched on any other computer, PC or Macintosh valued at twice the price. So, in the sad event of the Amiga going belly up due to piracy, I am certain that there would always be a

BECKY'S SISTER

Becky Dowd age 7¾
266 Whelley
Whelley
Wigan WN2 1DA
5th Feb 1994

Dear Amiga Format,
My Mum spotted an Amiga on the telly. It was being used by those 2 hackers in "Walk On the Wild Side" Channel 4 2-2-94. Do I win a prise?
Becky Dowd age 7¾

P.S. My big sister fancies Nic Veitch; will she get something?

PRIZE

Yes, yes! We all saw the Amigas on Walk on the Wild Side, and we all saw what naughty boys their owners were ,too. But you do win a prize, and Amiga Format T-shirt, binder and pin badge set are on their way to you now!

But the issue here is do we really believe that Becky is 7¾ years old? That's mighty good handwriting if you are, Becky. Most importantly, advise your sister to steer well clear of Nick, or she will get something quite nasty.



Battle Ork by Keith Rhodes of Peterlee



The Man by Hans Blom of Boden, Sweden



Pool Demon by S D Britton of Broadstairs

professional market. If anybody out there works on the Amiga in multimedia presentation, please send me a letter. Also, if anyone has any IFF pictures they would like to have broadcast to 50,000 viewers, please send them to me.

Martin McDonald
Edif. Alhambra 1 – 6B
Los Boliches
Fuengirola, Malaga
Spain

We are convinced there should be a professional video market for the Amiga in Europe, especially with the recent boom in satellite and video stations. But it seems that, in the UK at least, TV companies are slow to give the Amiga the credit it deserves. Maybe the new OpalVision *video add-ons will spur a revolution similar to the one the* Video Toaster *caused in the United States. If you are getting great results with an A500, imagine what you could achieve with an A4000 and* OpalVision!

We are very keen to do a feature on you. How are you fixed for July?

COMM ON EVERYBODY

I read your comms feature in Issue 56, and I was really excited by the idea, and so I bought a modem. It really has added another dimension to my computing, and I would recommend a modem to any Amiga enthusiast.

To the point, though. Why not start your own BBS? It could be used to complement the sacred pages of *Amiga Format*, and would make comms a more attractive proposition for many of your readers. For example, some sort of talkback could be used for debate, or perhaps you could set up a special BBS for subscribers to your magazine. Say, for example, Joe has wiped his Coverdisk, then he can just download it from you, with his subscriber number being proof of *Amiga Format* readership.

All this would doubtlessly prove a benefit for the Amiga comms scene, and could earn you money on the side.

Richard Larxleyfortinbrass, Petersfield

We are glad to hear that our comms coverage has persuaded you to buy a modem, and we are hoping a whole lot more Amiga users will do the same. But how carefully did you read the feature in Issue 56? Did you see the box at the top of page 31, the one which concludes: 'Next month we will be taking you on a tour of Spong!, the Amiga Format *Bulletin Board, and we will be giving you full details on how to join the revolution.'*

Yes, we do have our own Bulletin Board, the number is 0225 311677, and unlike your suggestion, it is absolutely free.

*Unfortunately, we can't offer Coverdisk back-ups in this fashion. All it would require is for someone to discover a subscriber's number, and then pass it on (comms is a great way of disseminating information) and the software would be spread to millions of non-*Amiga Format *readers. Most of the software we place on Coverdisks is not licensed for this form of distribution. But* Spong! *will be absolutely packed with hundreds, if not thousands, of other useful files and they are open to anyone,* Amiga Format *subscriber or not.*

Turn on, dial up, log on!

FRACTAL

I was delighted with the fractal generator program included with *AF56*. However, you are quite wrong when you say the Mandelbrot set is described by 'a set of complicated equations'.

In fact, the whole point of the Mandelbrot set is that its complexity is generated by extremely simple equations, such as $y=X^2-x$. That such simple equations can give rise to complex behaviour is one of the tenets of chaos theory. Nor does the Mandelbrot set 'describe the universe in terms of fractals'. Mathematics is not a description of the universe.

Steve Harrison, Chester

We know that the Mandelbrot equation appears simple on paper. But when X equals something as complicated as the square root of minus one (readers, don't even try thinking about this at home unless you have at least 'A' Level Pure Maths) the resultant equation can hardly be described as simple.

Mathematics can well be described as a model with which to interpret the universe. But we don't want to continue this conversation, we can feel an anorak coming on. Anyway, glad you enjoyed FractalPro.

TOP TIPS

I've got two money-saving ideas that can save readers thousands of pounds collectively and a few quid individually:

Continued overleaf ☛



Vampire House by Warsaw, Poland

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THE MAN AT THE TOP

As well as running Commodore UK, David Pleasance also wishes to keep you Amiga owners informed about what's going on. Send your questions to him at the usual Amiga Format address, and await the answers in this very column...





HAVING A HARD TIME

I have an A1200 with an 85Mb hard drive which I purchased from Gordon Harwood Computers, as part of the Desktop Dynamite promotion advertised in the Christmas issue of *Amiga Format* (*AF*54). I am having great difficulty because no manual was supplied with the hard drive. Time and time again the Workbench manual says to consult the hard drive manual for information. This is not my first Amiga, but I have never had a hard drive before.

Gordon Harwood Computers say Commodore have not supplied a manual and that they cannot help me. Customer services at Commodore say they have no plans to supply a manual and that I should contact Gordon Harwood.

The advertisement clearly stated that manuals were included. I feel Commodore are responsible – what can I do?

Keith Graham Richardson, Sheffield, S Yorks

I am really sorry you have this problem, but unfortunately in this instance Commodore is not at fault.

We have adopted a policy in the UK not to supply any A1200 machines with hard drives. This is not to be difficult, but rather to make it easier for users, like yourself, to specify the capacity of hard drive you wish to purchase. The dealers have a selection of different hard drive options available to them, and supply on demand.

This, of course, means that our machines are not supplied with a hard drive manual because we don't supply the hard drive versions.

In my opinion, the dealer should supply the manual which comes with the hard drive that has been installed in the A1200. Because there are several different suppliers of hard drives you need to identify which drive is in your machine, so go back to your dealer.

WARRANTY WORRY

I bought an A1200 Desktop Dynamite package from Currys in Wrexham, but when I opened the box there was no warranty to post off to Commodore. Currys said my till receipt was my guarantee, but I thought I needed to register the machine in the first week of purchase. Does this mean my warranty with Commodore is void?

Currys also said they have an in-house service department. Are they authorised under the warranty to carry out repairs? They tried to sell me an extended guarantee of three years without informing me I had a one-year warranty already.

Robert Schaap, Wrexham, Clwyd

Most Desktop Dynamite Packs do include a Commodore Warranty Card, which needs to be registered in order to obtain our in-home warranty service. However, Currys have chosen to fulfil the in-home warranty from their own service company rather than use the facility we offer. I can say that they do have a first-class servicing company and are very keen to support products bought at their outlets, so I do not believe you will any way be disadvantaged by this. Furthermore, Currys do accept the till receipt as evidence of date of purchase for warranty eligibility.

As far as the extended warranty is concerned, I can only assume there was a misunderstanding, because in all of our dealings with Currys, we have only experienced the highest level of integrity. I would certainly recommend that you consider taking out an extended warranty program, because a small investment now could save an expensive repair should something go wrong with your Amiga after the first 12 months.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

- **We get literally hundreds of letters and faxes a day, so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.**
- **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0458 273279.**

Work BENCH



If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS



If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,
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Readers' LETTERS



The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS



To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.
WHATEVER COMPETITION, *AMIGA FORMAT*,
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Special OFFERS



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Faulty COVERDISKS



The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

1) Don't, whatever you do, buy a mouse mat. Use *Amiga Format* instead. It's got a nice flat surface, it's much more interesting to read, and you probably buy it anyway. As your collection increases though, so will the height of your DIY multistorey mouse mat. This would mean having to operate your mouse from the top of a block of flats. You can't have everything.
2) Use your growing pile to stand on if you're a shortie like me. Much cheaper than splashing out on a stepladder. Reach those awkward-to-get-to high shelves in an instant. Only thing is, you'd have to wait a few years before you could paint the ceilings.

I hope these suggestions prove useful to other paupers like myself.

Lisa Cotton, Southampton

Excellent suggestions, Lisa. We'll be putting them into practice here in the Amiga Format *offices where we have a lack of mouse mats, but a surfeit of high shelves.*

ANOTHER IDEA

Four months ago I returned to the UK after spending quite a few years overseas, courtesy of HM Forces. I've been a subscriber to *AF* on and off (*Off? Off? Why off? – Ed*) for quite a while. Being the good little boy that I am (snigger, snigger) I've made back-ups of my Coverdisks, mainly productivity software, but occasionally the games, too.

To make the disks more findable in their respective disk boxes, once a month I would take the magazine down to my local colour photocopying service and copy the front cover. Back home I would cut out the Coverdisk label and stick it on the respective back-up disk.

Now back in the UK, I cannot do this due to copyright law, at least I haven't found anywhere that will do it for me. So, and now to the nitty gritty, how about adding a spare page to the magazine so that those of us who wish to can make our back-ups more presentable? I say a spare page because every time I've wanted to cut something out of the mag, there's always been something on the other side that I've wanted to keep.

Here's hoping you hear my plea...

G S Gardiner, Lincoln

What a good idea. And why didn't we think of it. While we aren't likely to print a spare page, we will grant you, and anyone else who wants to follow your back-up labelling system, permission to make one (and only one) colour photocopy of just the disk label part of the cover of this, and any other issue of Amiga Format. *Take this page to your local photocopy shop, show them this, and they should be happy to make a copy for you.*

DREAM THEME

Over Christmas I was watching *Movies, Games and Videos* on television and I saw part of an item about how computer games are designed and written. The game they were showing was about how to build and run a theme park with rides and attractions to compete with other theme parks for business. It looked a bit like *Sim City*.

What I would like to know is whether this game will be available for the Amiga and what it is called, because I missed part of the program.

P Crompton, Woodley

The game you are referring to is Theme Park *from ace Amiga coders Bullfrog. By now you probably know all about it, since it is the subject of this month's Next Big Thing on page 47 of this very issue.*

If you look back to the CD[32] supplement given away with Issue 52 of Amiga Format, *you'll find an early mention of the game, and, better still, you can play an exclusive demo which will be on the cover of next month's* Amiga Format.

LOST VIKING SAGA

I would like to right a wrong that a lot of ex-Deja Vu programmers have noticed. In your Christmas *1994 Buyers' Guide* (*AF*55) supplement you informed thousands of Amiga owners that the game *The Viking Saga* was still available from Deja Vu Licenceware.

It is now more than six months since Deja Vu closed, leaving many programmers without payment for the software they had painstakingly created. However, *The Viking Saga* is now available from NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA.

My faith in your research abilities would be restored by a nice big review of *The Viking Saga* and details of where to get it.

The reason I know all this is because I am that unpaid programmer, who spent six long months writing *The Viking Saga*. Wouldn't it be an idea for a leading magazine like *Amiga Format* to take up the banner of people like myself who otherwise have no redress from faceless organisations.

Lee Bamber, Wigan

We are happy to take up the banner of anyone in the Amiga world who is being oppressed by the forces of evil. It's sometimes difficult to know what we can do. But in this case, while we aren't doing that nice big review you hoped for, we are happy to give The Viking Saga *a free plug in the letters pages, and tell people where to get it.*

RADIO AMIGAGA

I have recently purchased an Amiga 1200, and I think it's without doubt a very powerful machine. But one very annoying thing is the humming sound from my radio whenever my Amiga is switched on. Is there any solution to my problem without having to fork out mindless amounts of cash?

Liam Fleming, County Cork

Yes! Try moving the radio away from your Amiga.



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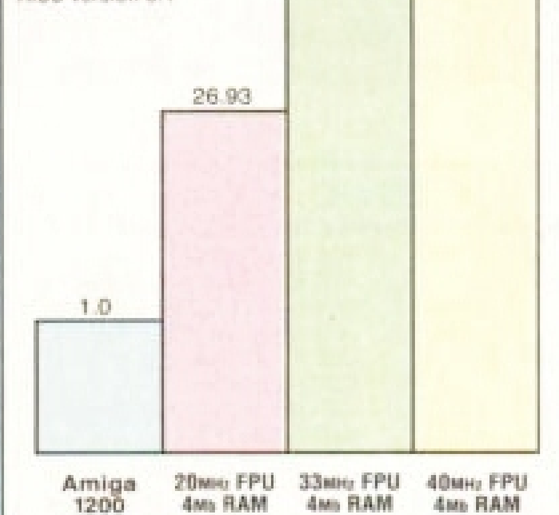
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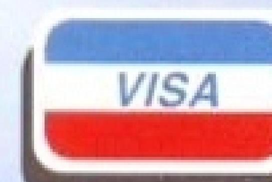
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WHO TELLS YOU WHAT TO PLAY?

Censorship rears its ugly head: this embarrassing image (right) is about to be plastered over the front of every Amiga game. What the hell do these people think they're doing? Find out: page 52



ALL THIS AND MUCH, MUCH (MUCH) MORE INSIDE!